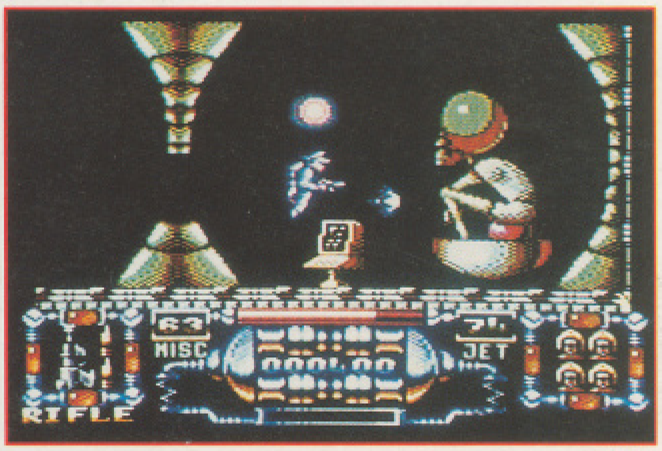
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MARCH 1990 £1.95

YC

C64 C128



Dan Dare III

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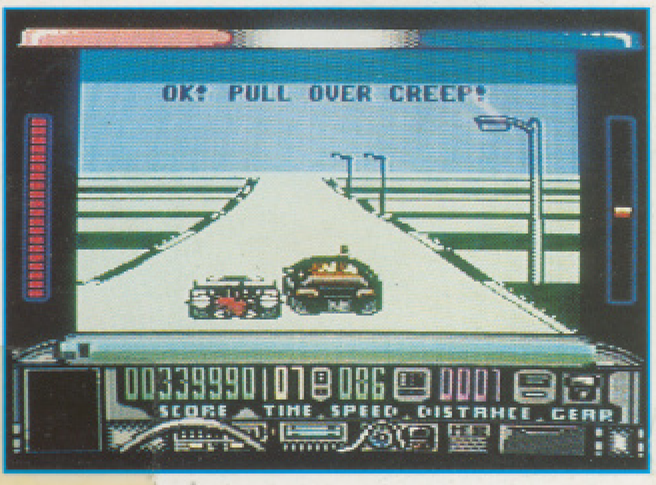
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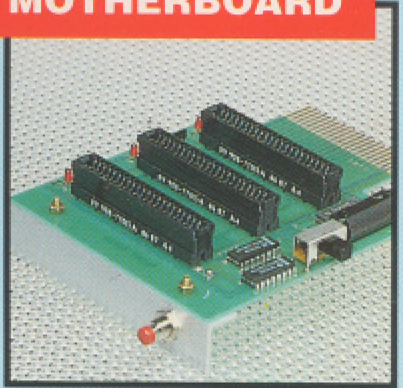
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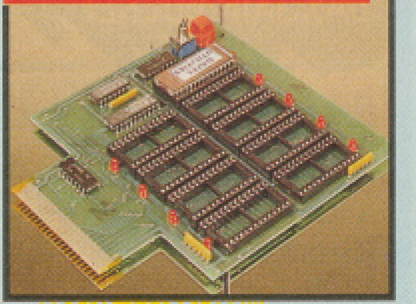
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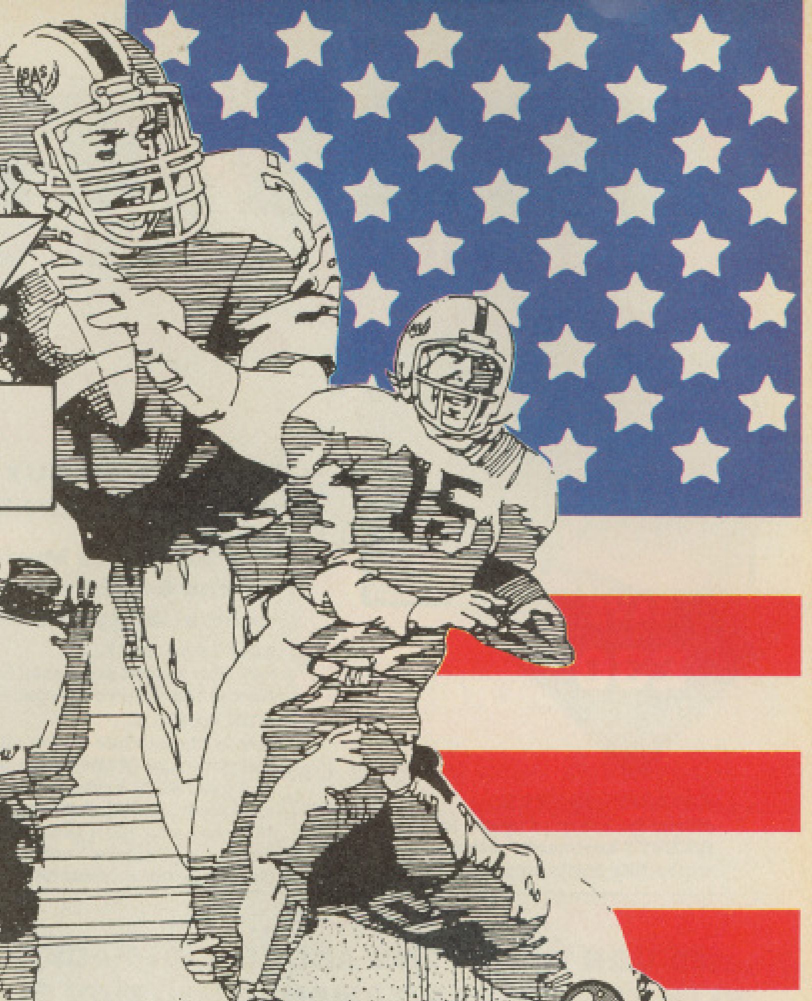
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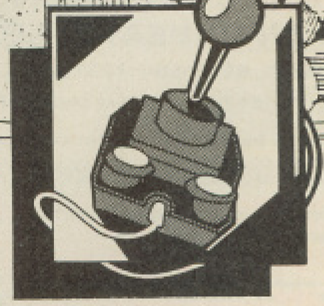
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BUT FIRST THIS...

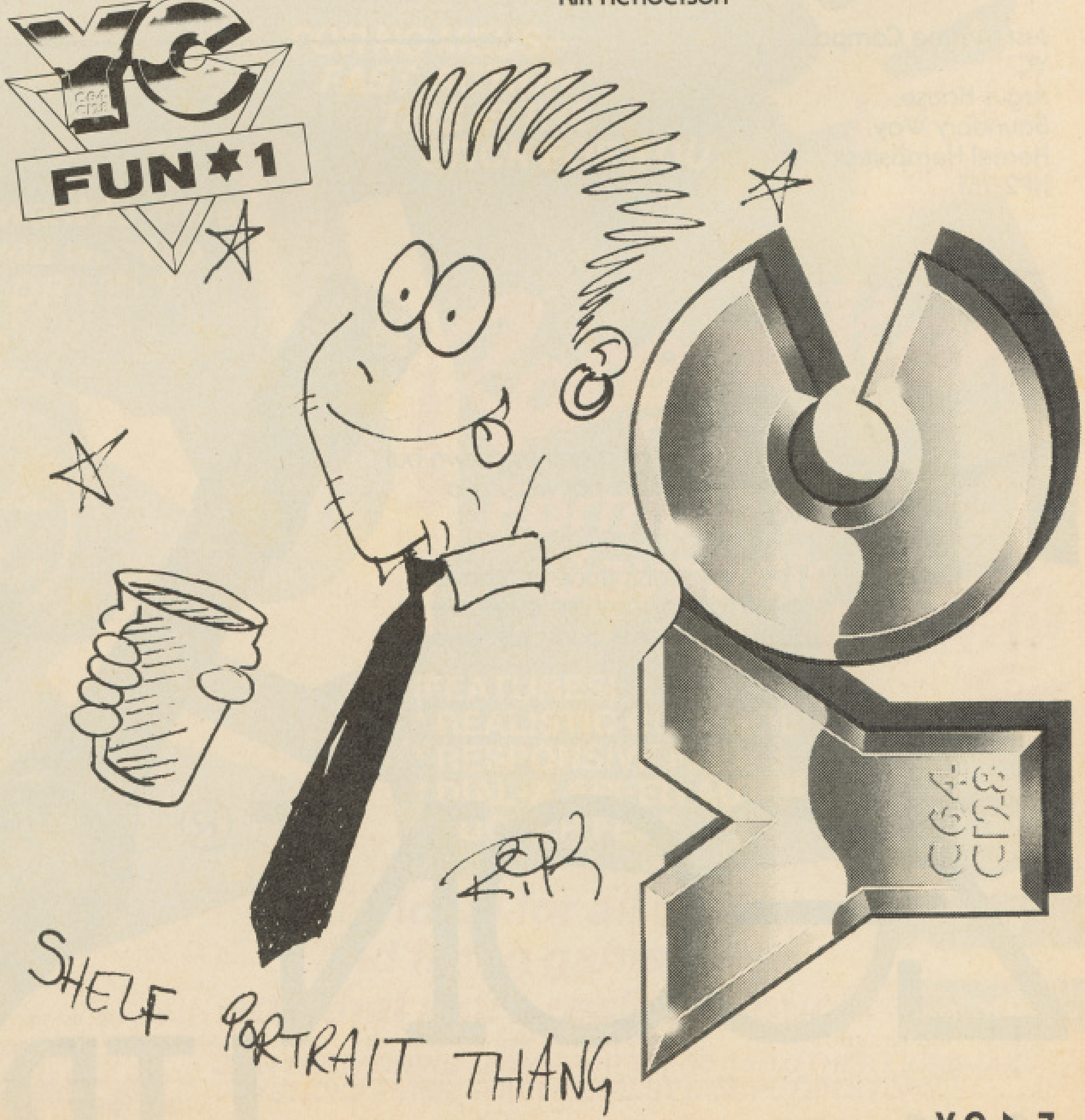
I've just been flicking through a copy of January's CU, as one does occasionally, and low and behold, there is not one single C64 game review. Therefore I would like to take this opportunity to wish the CU team great fortune in their new market, and I would also like to welcome all the C64 readers that they have abandoned. We are the only C64/C128 dedicated magazine around, and we're proud of it too.

One thing though. Ever since the new YC appeared, it has been made clear to us that we have made a decision that not everybody is happy with. The readers that relished the listings and serious articles seem to have been affronted by our change towards a game based magazine. Again I must stress that today's C64 market IS (in a vast majority) games based, and I'm sorry if anybody doesn't realise that. I don't wish you all to go away, but if you do wish to sample another magazine that caters for your tastes I'd recommend Commodore Disk User, our sister title, you won't be disappointed.

Now onto the cassette. Over the three issues of YC so far you've had twelve games (twelve games for £5.85, plus three wonderful mags of course), but in the future things are likely to change.

No doubt you've seen a gallery or demos column in many other rags. We intend to go one step further as we'd like to put your graphical/musical stills/demos on the tape, so that everyone can hear and see them for themselves. As an incentive, yours (if used) will win a wonderful mystery prize (we've yet to decide what it is) that is worth mega-bucks, so send 'em in now...

Yours until Post Apocalypse shoves my head in a joystick port.
Rik Henderson



WATCH YOURSELF

YC and ZEON have joined forces to offer 25 readers a brand new watch.

Featuring the Ghostbusters logo as the face, the new line of Zeon watches are superb in design (they even keep the time). And to be in with a chance of winning one, all you have to do is answer a the following stunningly simple questions...

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If by some misfortune you have failed to win, they are available at all branches of H. Samuels Jewellers.

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DATA

Domark's Tengen conversion has the brilliantly naff title of Escape from the Planet of the Robot Monsters. Although the style is described as being 'comic book', there is a distinct air of B-movie. Heroes Jake and Luke land on Planet X to rescue Professor Sarah Bellum (a bit of a brain!) from the evil Reptilons.

On the way the two groovy fellas have to release human slaves from the Reptilons' factories which have been set up to produce an army of robots. Their eventual aim is to destroy earth (shock! horror! ho-hum!).

Prices and release dates are anybody's guess but it will definitely run on a C64 maybe.

Wings of Fury is the Domark/Broderbund release set during the Second World War.

As pilot of a Hellcat the player has to provide air support for USS Wass, a badly damaged aircraft carrier. In glorious 3D you can strafe, dive bomb and dogfight nippy enemy planes, ships and soldiers. The aim being to protect the Wasp while turning the Japanese Empire into the land of the sinking sons.

Wings of Fury has blazed its way into the shops and will blast a £14.99 sized hole in your savings.



The Europress Group has turned its Database software divisions and Mandarin Software into a separate company, which means that sales must make them a viable, self-supporting proposition.

Database Software will now be the umbrella name covering the old Database software. Database Educational Software and Mandarin, though each will maintain its own label and identity.

The Mini-Office business program suite is definitely the biggest selling product which the new company inherits but Fun School 2 has built up an unprecedented sales record for an educational product while Mandarin has not been without success in the games and game construction program area. During this year the company will be releasing over 20 titles so we should be hearing more soon.

Commodore distributor, Parkfield Communications is claiming that Santa was overloaded with computers this year in the biggest hardware boom since 1984.

With the C64 Light Fantastic and amiga 500 Batman packs selling well, Loretta Cohen, Parkfield's managing director, sees this as an especially surprising occurence "showing that the Batman craze can overcome even the Chancellor's tight money policy".

During the run up to Christmas, Commodore and Parkfield hit a landmark with the sale of the 200.000th amiga 500. This makes the machine the most succesful 16-bit games computer in the UK (in other words, bigger than the ST but less than the PC). Maybe one day the Amiga may equal the number of sales that the C64 has achieved - one day in the far future though.

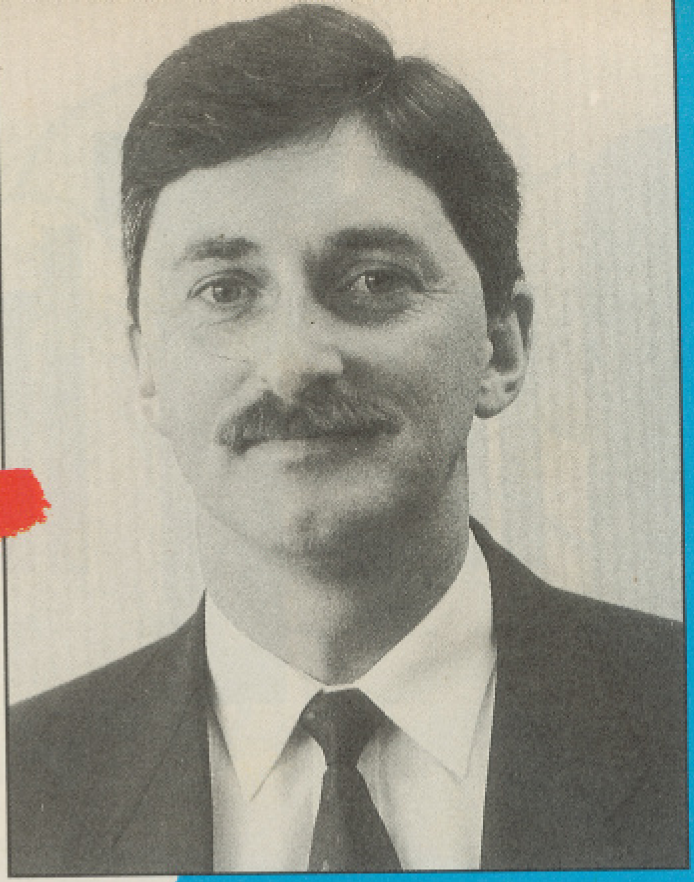
British Telecom has scored a success in the area of data compression. The home grown compression system has been adopted as the heart of the proposed V24bis standard which is expected to have gained final approval of the CCITT during February.

The approval will mean that V24bis will be incorporated in modems and various proprietary networking systems. It's good to see that a British company can still have an international impact in the computer market.

When the going get tough, the tough restructure. After disappointing American sales figures, Commodore has beefed up its European sales set up.

In general, computer sales in the States are taking a nose dive both in the home computer market and the business sector. In Europe the situation is a lot better and the formation of Commodore Marketing International is the company's way of trying to grab as much of this market as possible.

CMI is headed by Feter Bayley who joined Commodore from Compag last summer and now has the task of directing the marketing support for all of Commodore's subsidiaries throughout Europe.





Domark has agreed to lend its expertise to promote and market Incentive's Castle Master. The deal means that Incentive can concentrate on the programming while Domark do all the worrying.

This brown trouser exercise involves an innovative technique of using 3D polygons to create a realistic representation of 16th century England. This is the period when Protestants and Catholics were at each other's throats and Maggie Thatcher prototype Good Queen Bess was on the throne. None of this is relevant to the game however, which involves finding an imprisoned Princess (yes, yes another one) from one of four castles. On the way you will have to flush out a range of evil spirits and solve a bundle of puzzles.

Talking of evil spirits reminds me about our New Year party, the beer was okay but the spiritis were - you've guess it.

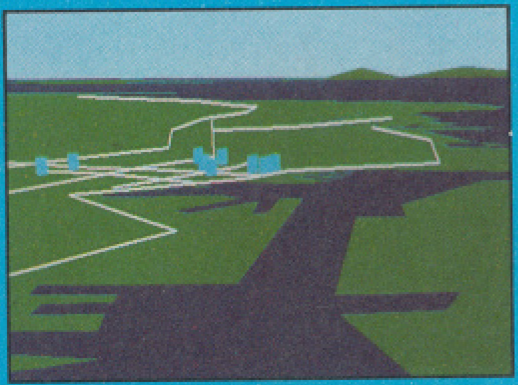
One day it may be possible for a pilot to clock up flying hours without leaving the ground. SubLogic is not only predicting this but also making moves towards making it a reality through its latest product Flight Controls 1.

Flight Controls is a console which incorporates a steering column and all of the principal controls found in a modern light aircraft. If the US licensing authority, FAA, approves, the combination of Flight Controls and Microsoft's Flight Simulator (written by SubLogic) could constitute a viable 'aircraft' for logging the necessary flying hours which a private pilot needs to maintain a licence.

The fact that SubLogic is even approaching the FAA shows how far flight simulators have come but would you trust pilots who did most of their flying in their living room?

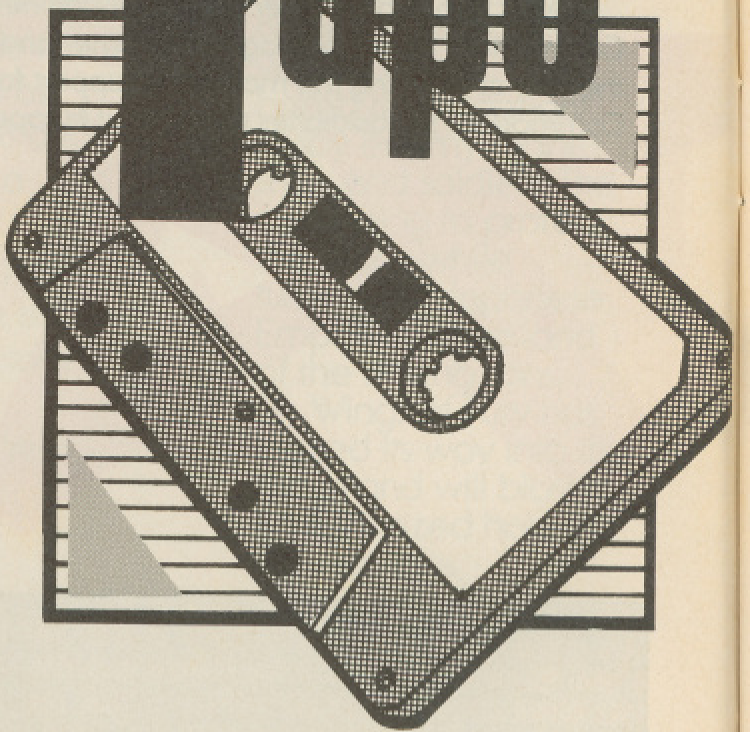
Although there are no plans to produce the Flight Controls unit for the C64, SubLogic does have a new scenario disk for its own Flight Simulator, Jet, Stealth and Mission packages. Hawaiin Odyssey reproduces the Pacific Islands in great detail and includes a mysterious gateway to a fantasy world.

Everything from downtown Honolulu to Pearl Harbour is reproduced and you can even fly into the crater of Mauna Loa, one of Hawaii's most volatile volcanoes. Could this be the gateway to the fantasy world?



HAWAIIAN ODYSSEY
SCENERY ADVENTURE

On The Tape





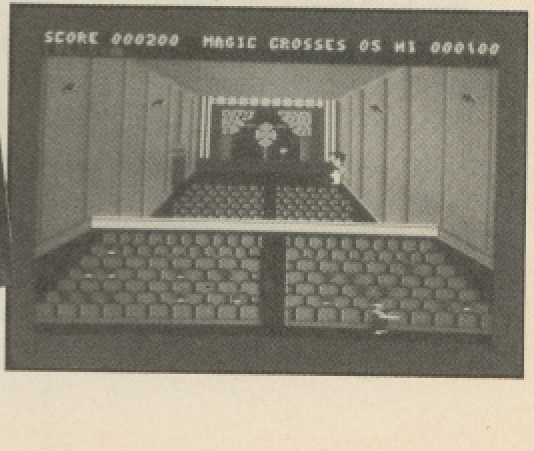
It is a dark still night, the full moon is shining eerily and the atomosphere is electric. Your heart beats quickly.

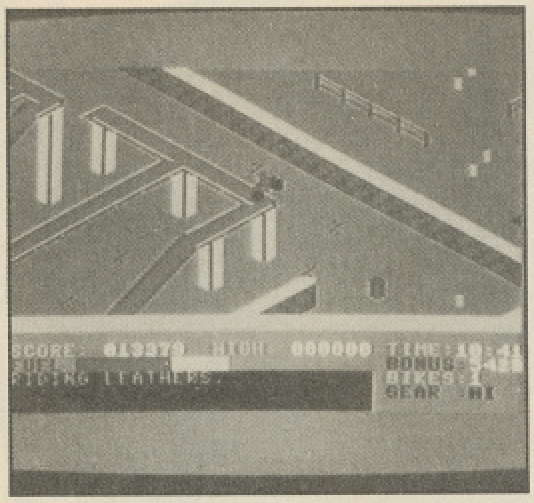
You are the JACKEL and you are metamorphosising into a werewolf. You howl at the moon and she fills you with immortal power. You know your task and you will be loyal to the ghouls of DEATH VALLEY.

Your aim is to rescue your girlfriend who fled in terror into a HOUSE OF THE UNDEAD! Can you save her before the demons of HELL get to her?

Joystick Or Keyboard

Keys: Z=Left C=Right
Shift=Jump



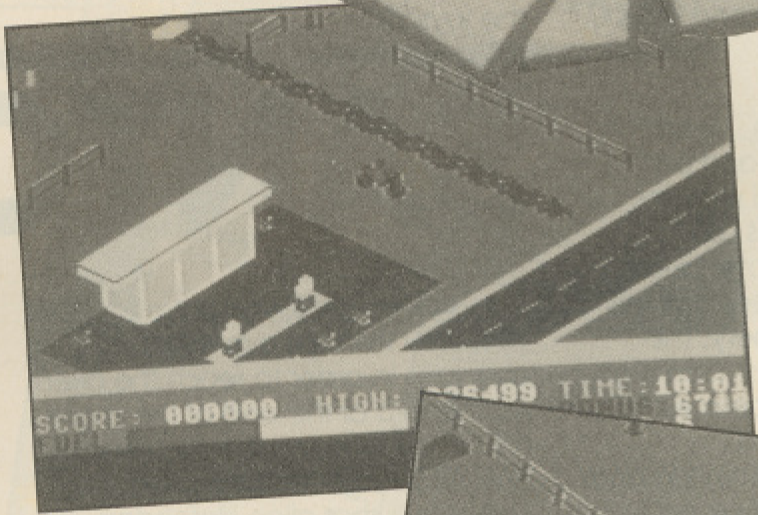


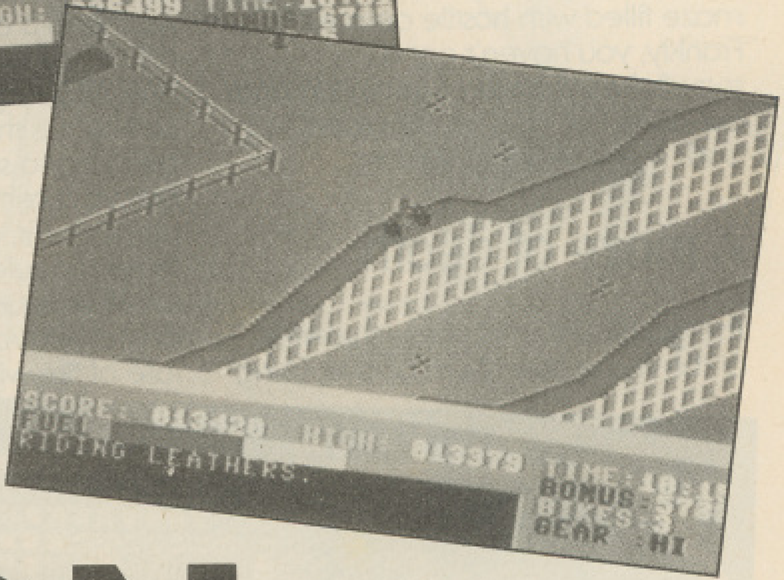


Steer Clumsy Colin through the streets of this 4-way, 360-scrolling city using items scattered around to help you overcome obstacles such as the lake, fairground and building site.

The faster you go the higher your score - so look out for items that will speed up your bike - like the turbo charger - and keep an eye on the clock.

You will need skill in controlling the acceleration and gear changes to achieve a good score, especially in the drag race at the end of the game.





BIKE CONTROLS

Joystick:

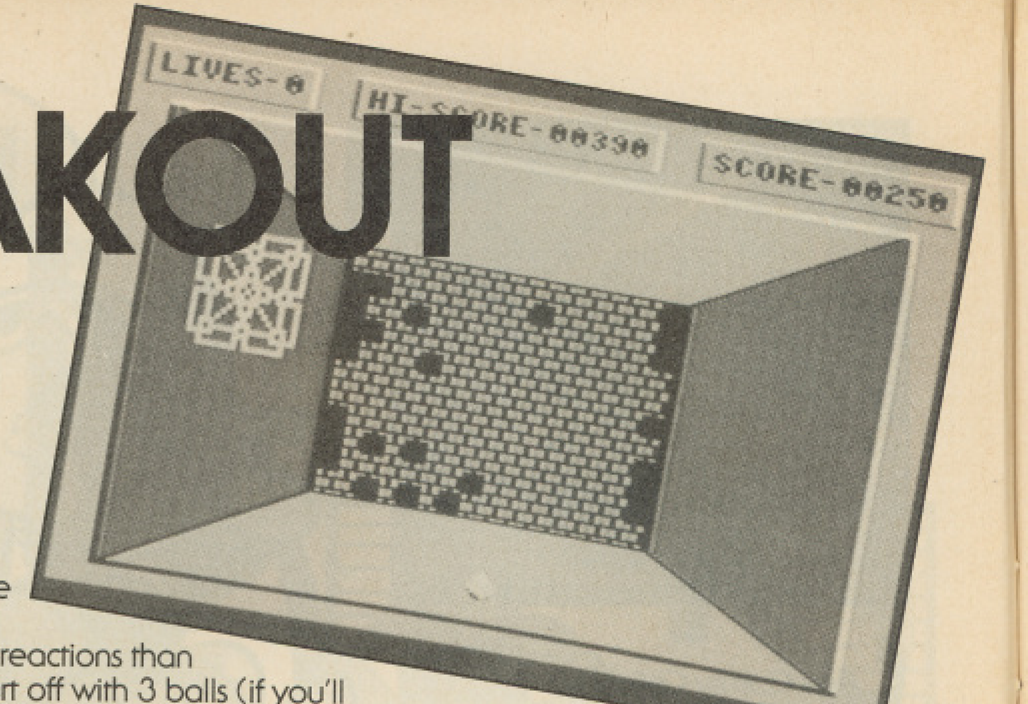
Accelerate
Left — Right
Decelerate

Fire button to change gear

Keyboard:
N - Left
M - Right
A - Accelerate
Z - Decelerate
SPACE - Change gear

ACTION

3-D BREAKOUT

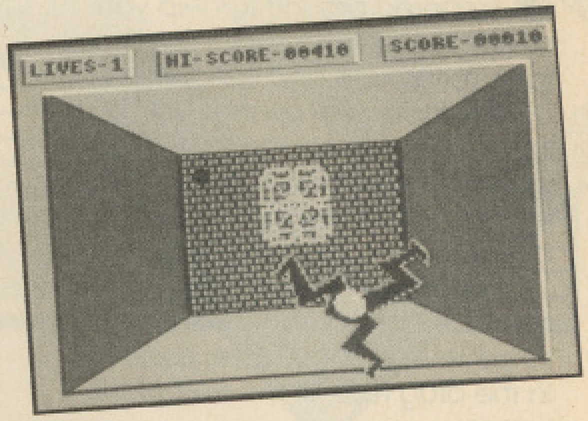


This is a 3-Dimensional version of the old game of Breakout, with the wall being in the distance and the ball apparently moving in and out of the screen. You simply have to hit the ball back towards the wall with a joystick controlled bat (in port 2) to knock the wall down and score points.

The game play differs from the original in two ways. Firstly at higher scores the bat does not reduce in size as this made the game practically unplayable, and secondly when the ball is hit through a gap in the wall it does not bounce back and fore behind the wall, as this made it far to easy to play, but breaks back through the wall at random.

The game gradually speeds up as you score more points until it is played at wice the starting speed. The speed increases occur at 400, 800, 1200, 2000, 4000 and 10000 points, and if you get to that stage you must have faster reactions than me. You start off with 3 balls (if you'll pardon the expression) and for every 1000 points scored you get another life. Also when you have completely cleared the screen you will get a bonus of another 3 lives up to a maximum of 9 lives.

If you fancy a break from Breakout then the game can be paused by pressing any key, and restarted by pressing the space bar. To start a game or to restart a game if you should happen to miss a ball then simply press the fire button on the joystick.

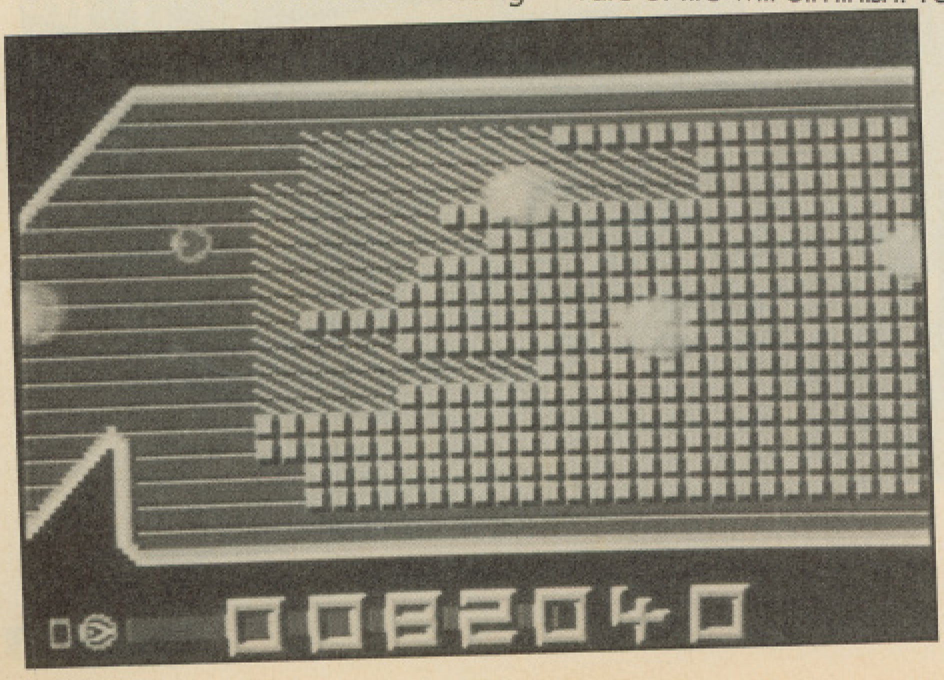


SANTOLUS

Santolus space station - a known hotbed of subervise and anti- -Terran activity. Small wonder then, that you, Earth's most intrepid space jockey, have been selected to go in and clean out this nest of alien war machinery. The problem is that Santolus station is a maze filled with hostile devices. Frankly, you haven't got a snowflake's chance of getting in and out alive. But, chin up, shoulders back - you might as well try...

A maze of death

The game presents you with a view of the maze seen from above. Using a joystick in Port 2 you have to shoot your way through a number of obstacles in order to reach the alien mothership at the end of the maze. Kill this by shooting into its power ball - if you get that far... The problem is that alien defenders will be trying to stop you. Your ship can absorb a certain amount of punishment, as it is composed of three modules, but as more and more of your ship modules are destroyed, your laser's range and rate of fire will diminish. You have three lives altogether, giving you the ability to absorb nine hits.



The bar below your present score shows your current laser power. This can be replenished by shooting up a box with ST on it.

A number of objects can be collected for extra points and to replenish your strength. To pick these up just go over them. They are:

CL - Colour bomb. Collect this for extra points.
Key - You may need this to open doors.
ST - Shooting this will replenish your laser shield.
SR - Collecting this gives you back one ship module.
F - Colliding with this will show your ship up, making you more vulnerable.

Lots of objects will simply destroy your ship on contact. Some of these can be dispatched using your laser.

To pause the game press INST/ DEL, and to restart use the left arrow key at the top left of the keyboard.

Commodore Disk User is a monthly magazine tailored specifically for C64 and C128 Disk Users. At £2.75 per month it offers the best in all round value for money. Not only do you get an informative and lively magazine, you also get a free disk with each issue. You can purchase your copy on the third Friday of each month.

To whet your appetite, the March issue has the following programs on the disk.

Plague – Be the 'Guardian' and 'Defender' of your people.

Surround – Reverse your opponent's pieces and win the game.

Geos Fonts – GEOS users take heart, some extra fonts for you.

Screen Slide – Create your own impressive vertical slides.

Trivia Challenge – CDU's version of a popular questions and answers game.

Joystick Tester – Checkout your stick(s) for correct operation.

Screen Manipulator – Make full use of ALL the screen (including borders).

Colour Matcher – A younger version of match the coloured pegs.

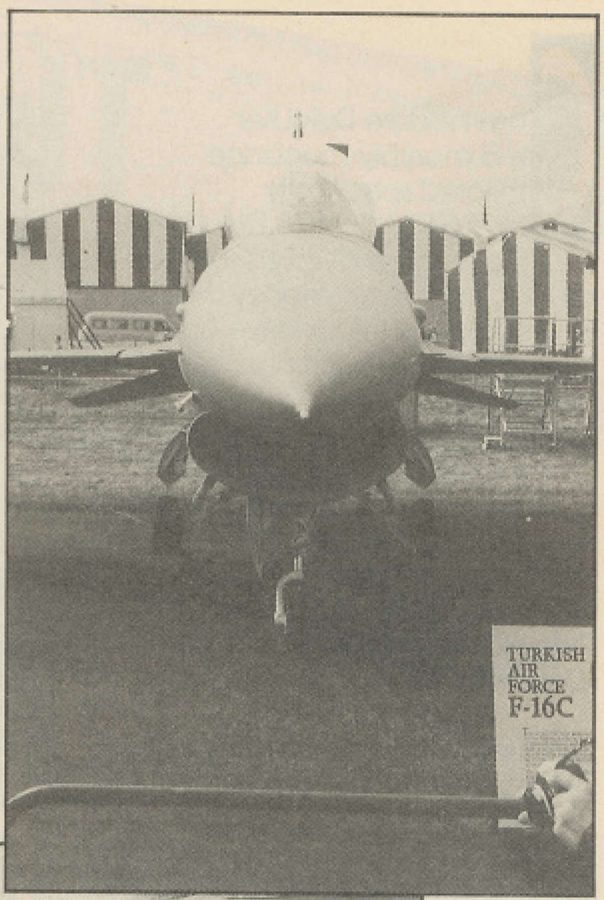
Video Recorder Planner – Keep your own hardcopy of planned recording sessions.

March's issue of Commodore Disk User will be on sale from Friday 23rd February 1990.



ARE YOU MISSING OUT ON THE ACTION?

PLANE AND SIMPLE



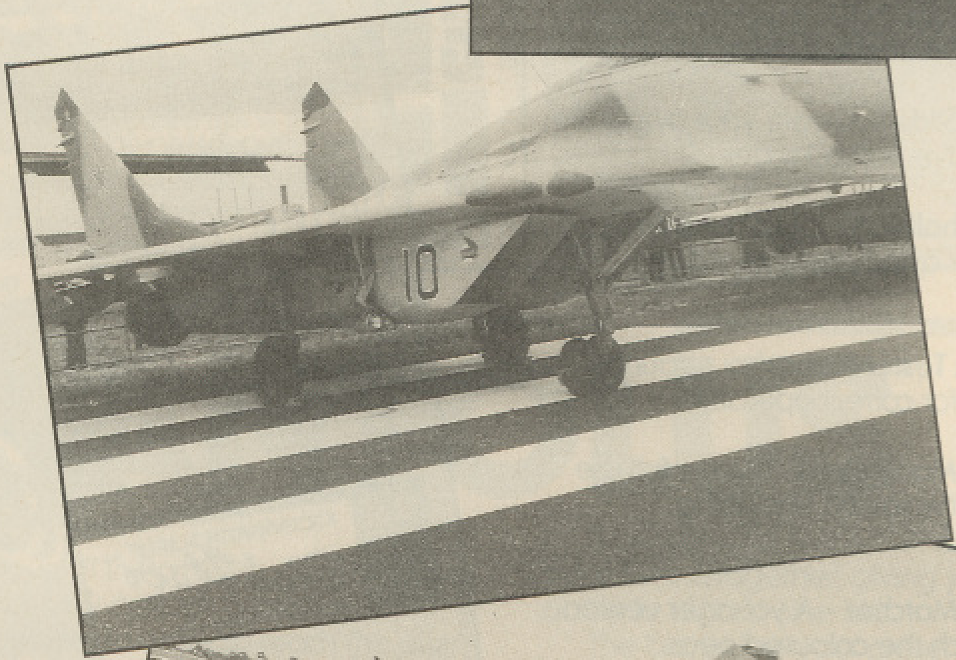
What's large, plastic and brightly-coloured?

Before you rummage through your sister's chest of drawers, I'll tell you. A Revell F-16A model kit (what else?).

Thanks to our sister magazine Aeromodeller, Revell has given us 5 F-16A kits to give away in our EXCLUSIVE compo to celebrate our EXCLUSIVE review of F-16 Combat Pilot.

The kits as brand spanking new as the shirt my aunty bought me for Christmas, and they have only just hit the shops. Unfortunately, due to solvent misuse, we have to demand that you buy your own glue, and only if you're going to be sensible with it (stick to Coca-Cola).

All you have to do is supply the common nicknames for the following three aircraft.

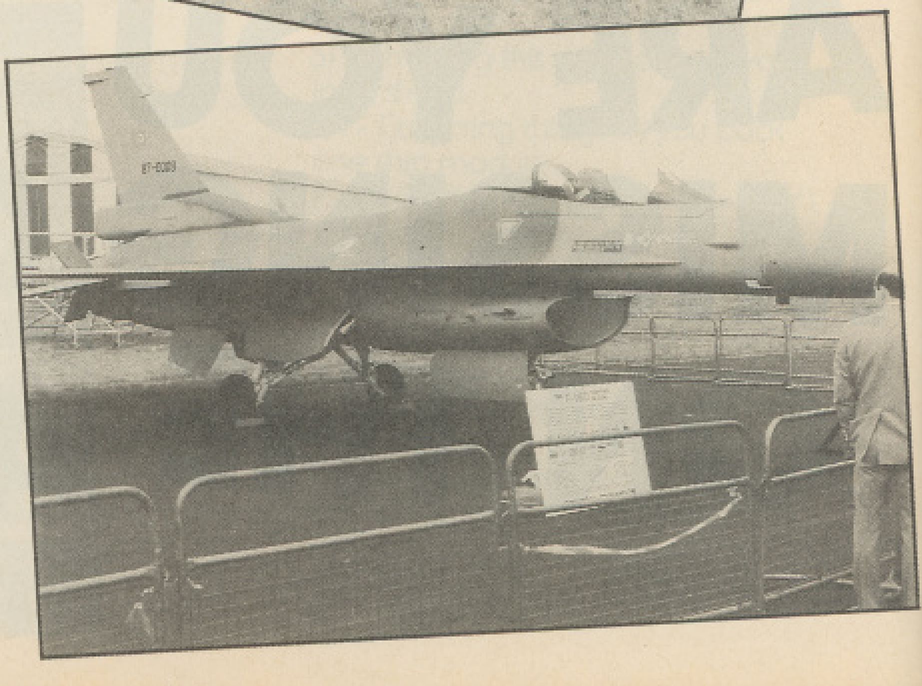


1. F-16
2. F-29
3. F-14



Write your answers on the back of a postcard (or sealed envelope) and send them by **March 31st to:**

Build It Yourself Compo
YC
Argus House
Boundary Way
Hemel Hempstead
HP2 7ST



Normal Compo rules apply.

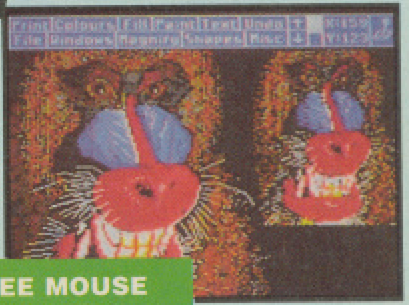
DATEL ELECTRONICS

THE ULTIMATE GRAPHICS PACKAGE...

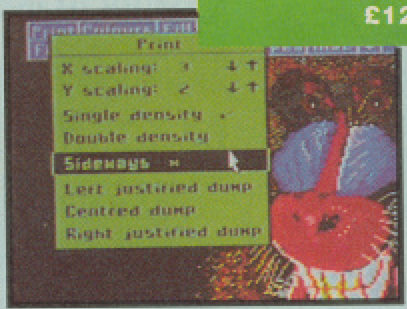
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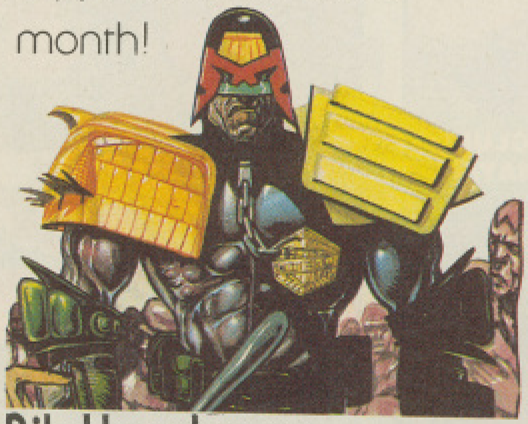
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COM 4

THE DREAM TEAM

Meet the lads who supplied the info this month!



Rik Henderson – Deputy Editor & Freelance Cosmonaut

Rik's hobbies include opening beer cans with his head, screeching in the bath, and annoying PR girlies with his practical jokes. He has gone down in the annals of time for his stunning portrayal of a pair of windscreen wipers in a school production of 'The Wheels on the Bus'.

Adrian Pumphrey – Games Editor & Part-time Zoo Attraction

Adrian is a hulking figure of a man best known for his dainty touch, and quaint mince. His vast experiences in life involve a sheep, the Editor of a well-known ex-weekly magazine, and the fraud squad (but it's probably best not to repeat the gory details). He has a wonderful personality, and the names that System 3 have called him are completely unfounded.

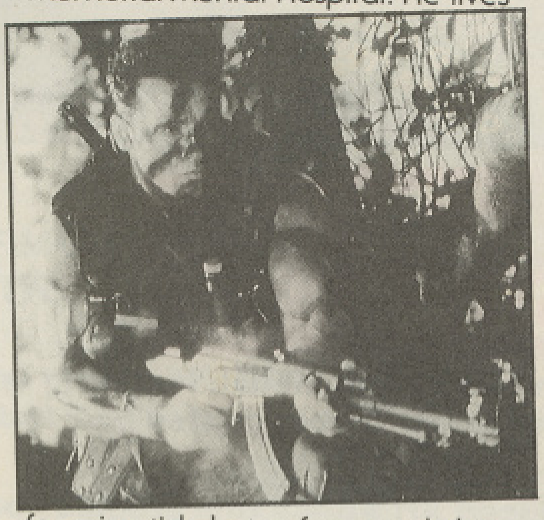


Adrian Pumphrey's Top Sheep Name

Ermingtrude

Ashley Cotter-Cairns – Games Assistant & Fish Oscillator

Alias Eugene Cotton-Y Fronts, Ashley is a recent addition to the YC Memorial Mental Hospital. He lives



for a joystick, but unfortunately his marriage proposal was turned down by the competition Pro. Games are his hobby, and coffee is his work (nobody has a better relationship with the coffee machine).

Gordon Hamlett – Contributor & One Man Barber Shop Quartet



Gordo is a long serving member of the Duck-Billed Platapus lodge. In his lifetime he has scaled many streets in Peterborough, climbed enormous amounts of setps (20-40), and laughed in the face of the barman when told to drink up (all frightening experiences).

The Team's top ten PR Girlies

Lesley Mansford – Electronic Arts
Danielle Woodyatt – US Gold
Beverly Gardner – Audiogenic
Amanda Barry – Lynne Franks (PR for activision, etc.)
Nadia Singh – Accolade
Lesley Walker – Virgin Mastertronic
Pam Griffith – Ocean
Clare Edgeley – Domark
Marisa Pauwels – Entertainment International
Simon Harvey – Barrington Harvey (PR for Rainbow Arts, etc.)

The Team's top five games of the month

Retrograde
F-16 Combat Pilot
John Madden Football
Snare
Dan Dare III

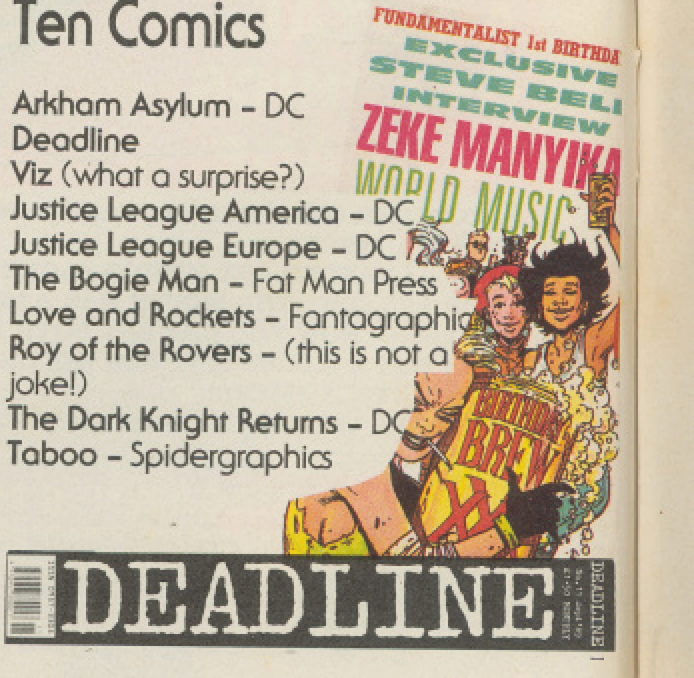


The Toys for the Boys (the top bribes of the month)

The Toobin' rubber ring – Domark
The Electronic Arts Sweatshirts & Paper Jackets – Electronic Arts

Rik Henderson's Top Ten Comics

Arkham Asylum – DC
Deadline
Viz (what a surprise?)
Justice League America – DC
Justice League Europe – DC
The Bogie Man – Fat Man Press
Love and Rockets – Fantagraphics
Roy of the Rovers – (this is not a joke!)
The Dark Knight Returns – DC
Taboo – Spidergraphics



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THRILL TIME (GOLD 2)

This is Elite's offering to the Christmas compilation market. "Thrill Time" consists of "Airwolf", "Scooby Doo",

Supplier: ELITE
Price: 9.99 (Cass) 14.99 (Disk)

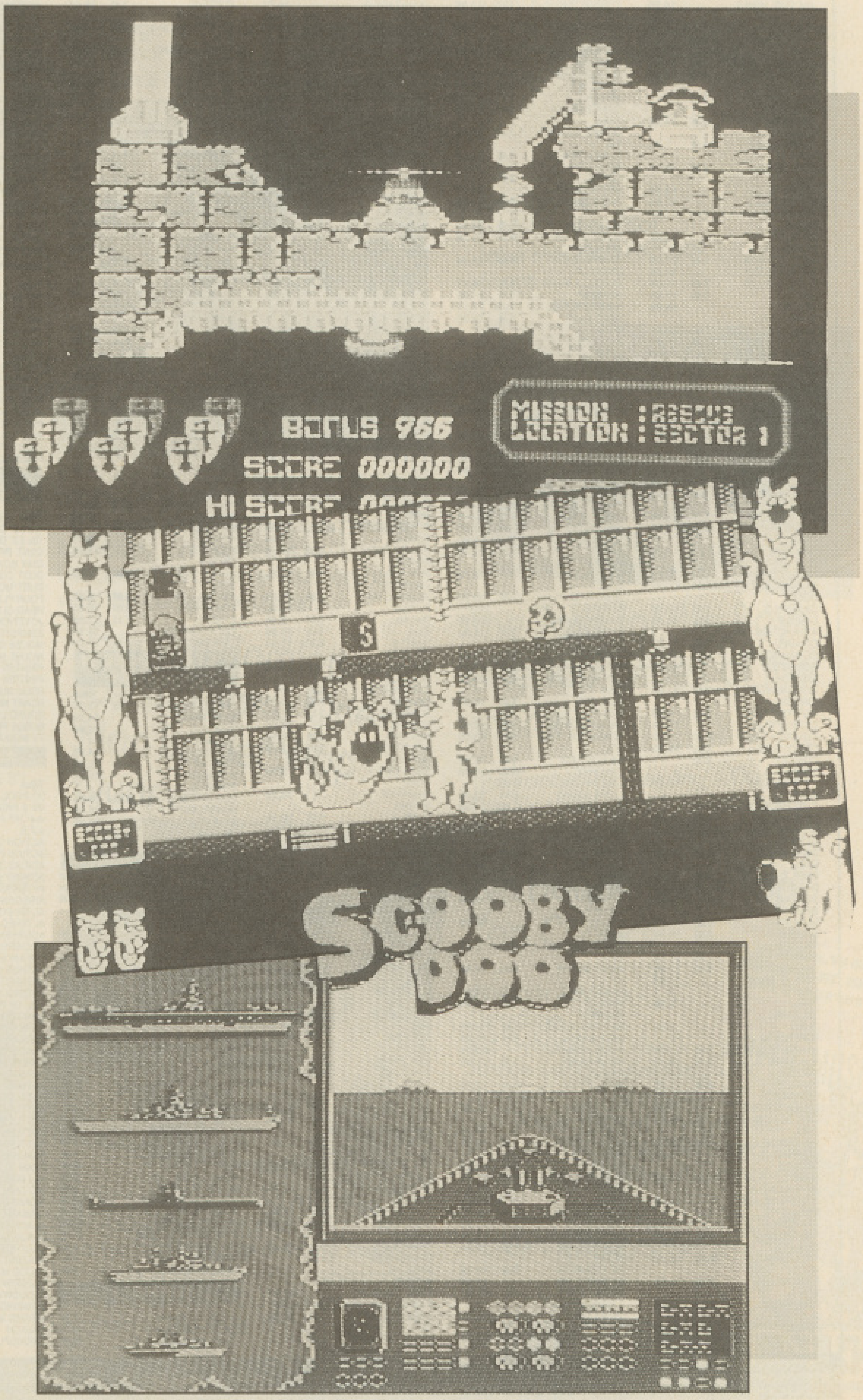
"Battleships", "Saboteur", and "Frank Bruno's World Championship Boxing". Obviously, the emphasis on the package is value for money, but will it be 'Thrill Time' on Christmas morning - or will "The Sound Of Music" be an enjoyable alternative?

For those of you who can't remember it, "Airwolf" was an American TV series. In it, a Billion dollar helicopter was stolen from the US Government. Much to their embarrassment, it would show up and solve Top Secret missions. Then it would fly off into the sunset. It had all the features that you'd spend a billion dollars on if you were building the ultimate chopper.

Anyway, this time several scientists have been kidnapped. They are held in an underground base and as the top pilot available you've got the job. Piloting Airwolf is hard enough without lazers, security systems and machine guns everywhere. This is of course exactly what you're up against. You can fly airwolf around and blast at various hazards with your guns. There are five scientists in all, and each is more difficult to find than the last.

This game is simply too hard. The helicopter is very difficult to control with any degree of accuracy. As you've only got one life the game restarts far too often. Dated.

"Scooby Doo" finds our food-loving chum in a bit of a fix. The rest of the gang have been kidnapped and are being



held in a creepy old castle. Despite being a coward at heart, Scooby decides to go in and rescue them. Our hero has to jump over the hazards in the castle whilst avoiding the inhabitants.

These take the form of Scary Ghost, Ghastly Ghouls and Devious Devils. Scooby can punch the baddies on the snout. Even so, Scooby might find it all too much were it not for the Scooby snacks. These are scattered around the castle at random and give Scooby an extra life.

"Scooby Doo" is dated and it shows. The graphics, whilst large, are clumsy and lacklustre. Punching ghosts on the nose is okay for a few minutes but it soon palls. Scooby can quickly lose lives because the ghosts rematerialize very suddenly.

"Battleships" is the classic game of seek and destroy. It is usually played by two players. However there is a one player versus the computer and a league option. Each player has his own water space. He places his ships secretly and then the players take it in turns to shoot randomly. The winner is the person who skins their opponent's ships.

This game appears more polished than the others onthe compilation. The graphics are interesting as well as functional and the shooting phase is a nice addition. The game is one that you'll either love or hate. This is a game that the whole family can enjoy and I recommend it.

In "Saboteur", you are a man with a mission. Highly trained in both armed and unarmed combat, you have to retrieve a disk. This contains the names of Rebel leaders and is, of course, Top Secret. Not surprisingly, it is well-defended. Held in a top security establishment and protected by guards, dogs and security devices.

You start by landing at the jetty in an inflatable dinghy. Throughout the complex there are various weapons to help your tasks. These include shuriken, grenades, knives and bricks. You have to find the disk and meet the helicopter on the roof so there's no time to spare.

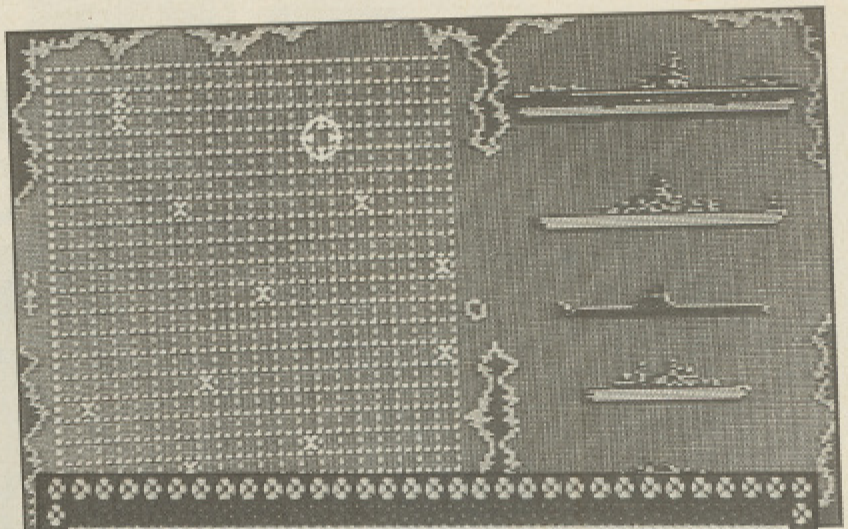
This is another game that shows its age. The graphics are indistinct and the controls are fiddly. It's hard to pick up items and climb ladders. Although the game is hard to finish it's really not worth trying.

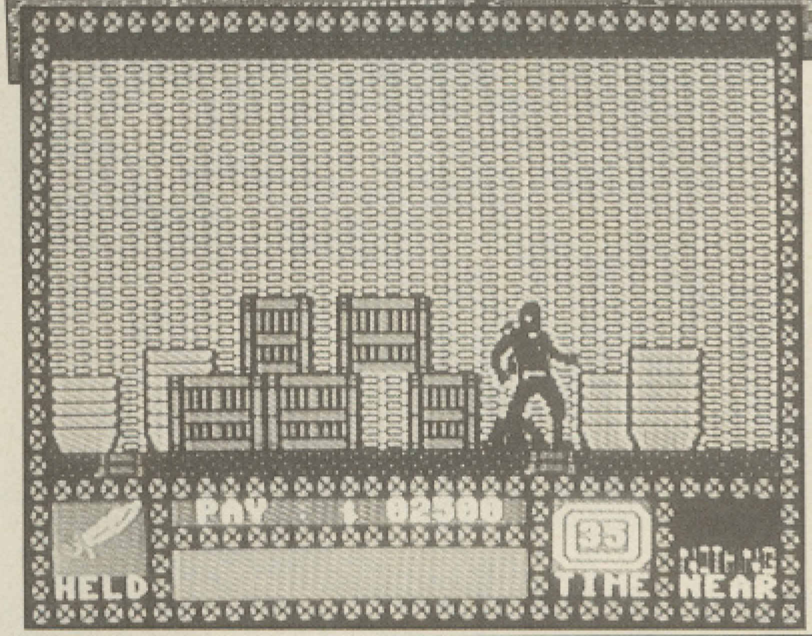
Finally, "Frank Bruno" lets you play the part of your favourite heavyweight hero. You must guide him through his bid for the world title. He must fight eight opponents from all around the world. Each one has a different graphic and fighting style. Also they have a dirty trick up their sleeves; Fling Long Chop does a flying kick and Andra Puncheredov does a head butt.

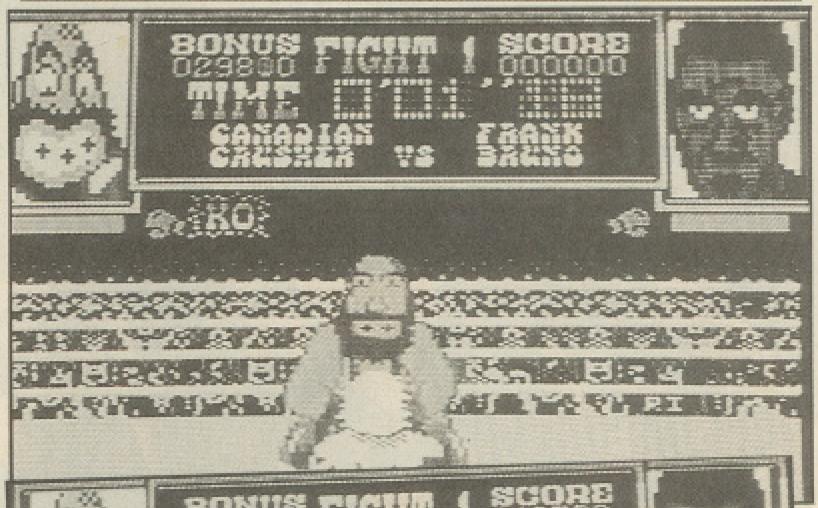
But our Frank is not going to stand for any of that, Harry. As he punches his opponents his punchometer increases. When it becomes maximum he can unleash a dynamite punch. Unfortunately if Frank gets hit then the punchometer decreases. Once Frank defeats an opponent then he gets a code and you have to load in the next boxer.

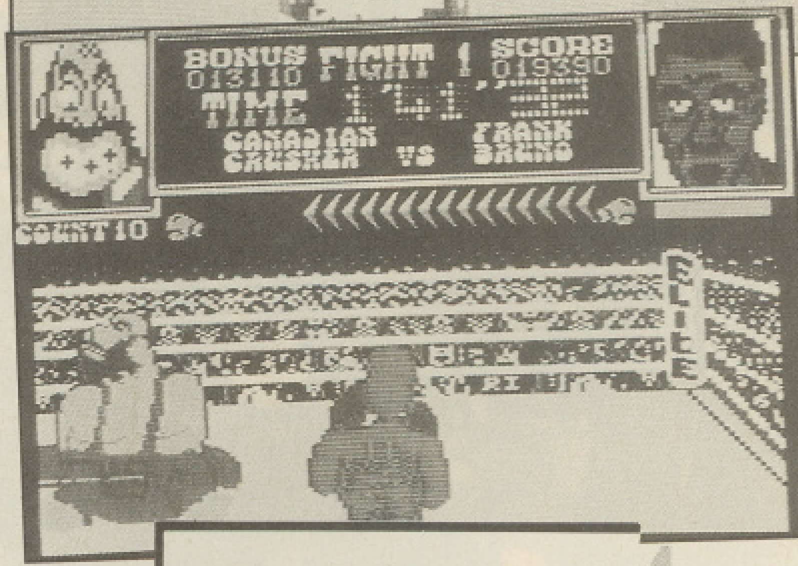
"Frank Bruno" the game, is about as current as his bid for the World Championship today. The graphics are extremely blocky and the game itself is frustrating. Control is awkward using both keys and joystick. There's still a lot of game here for those who like a challenge. I was put off though.

Overall the package is far too dated. There are many better compliations available on the market.
ACC

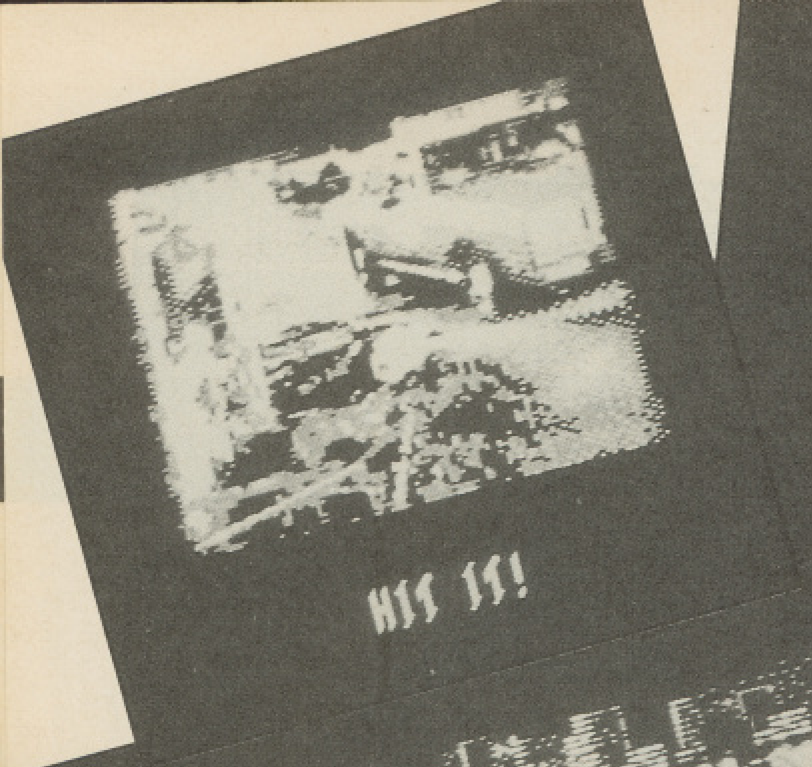


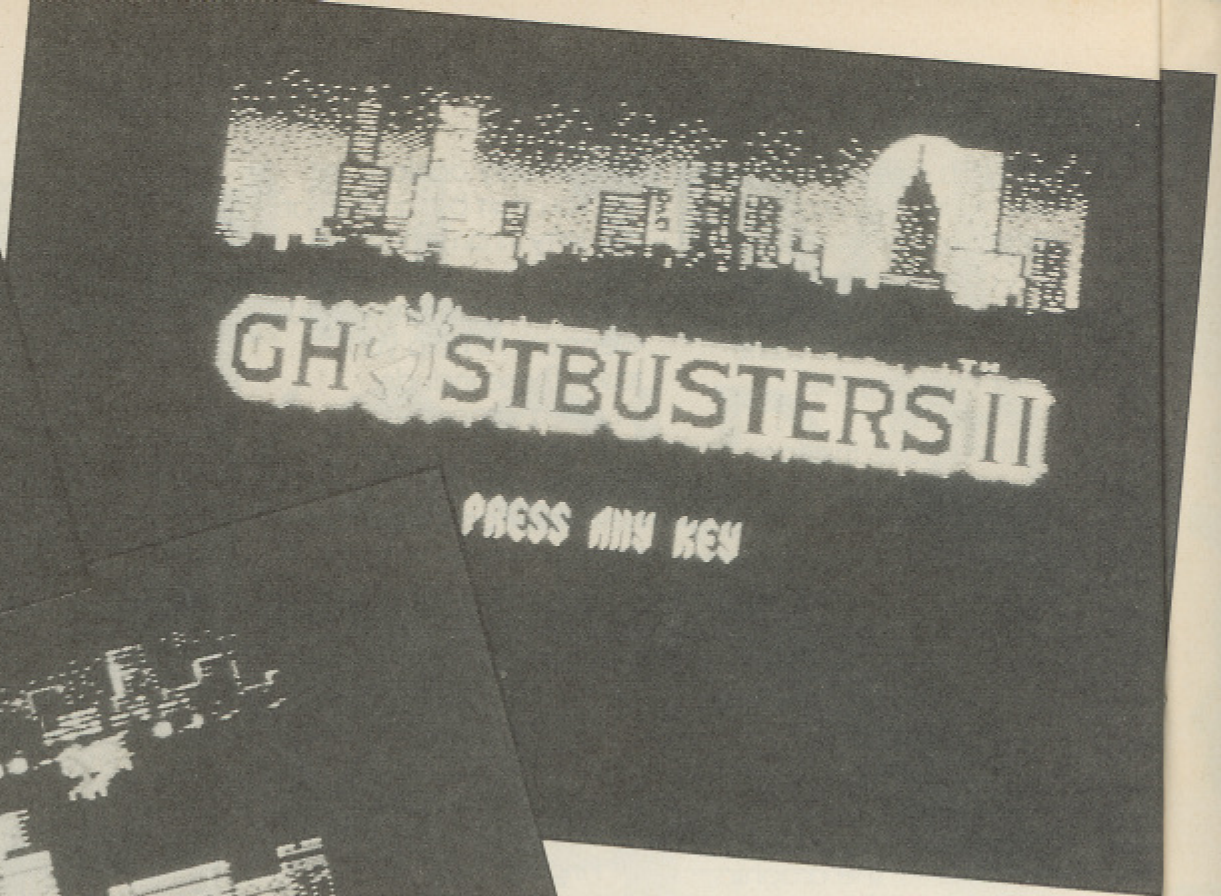






50%









Supplier: Activision
Price: £9.99 (Cass)
£14.99 (Disk)

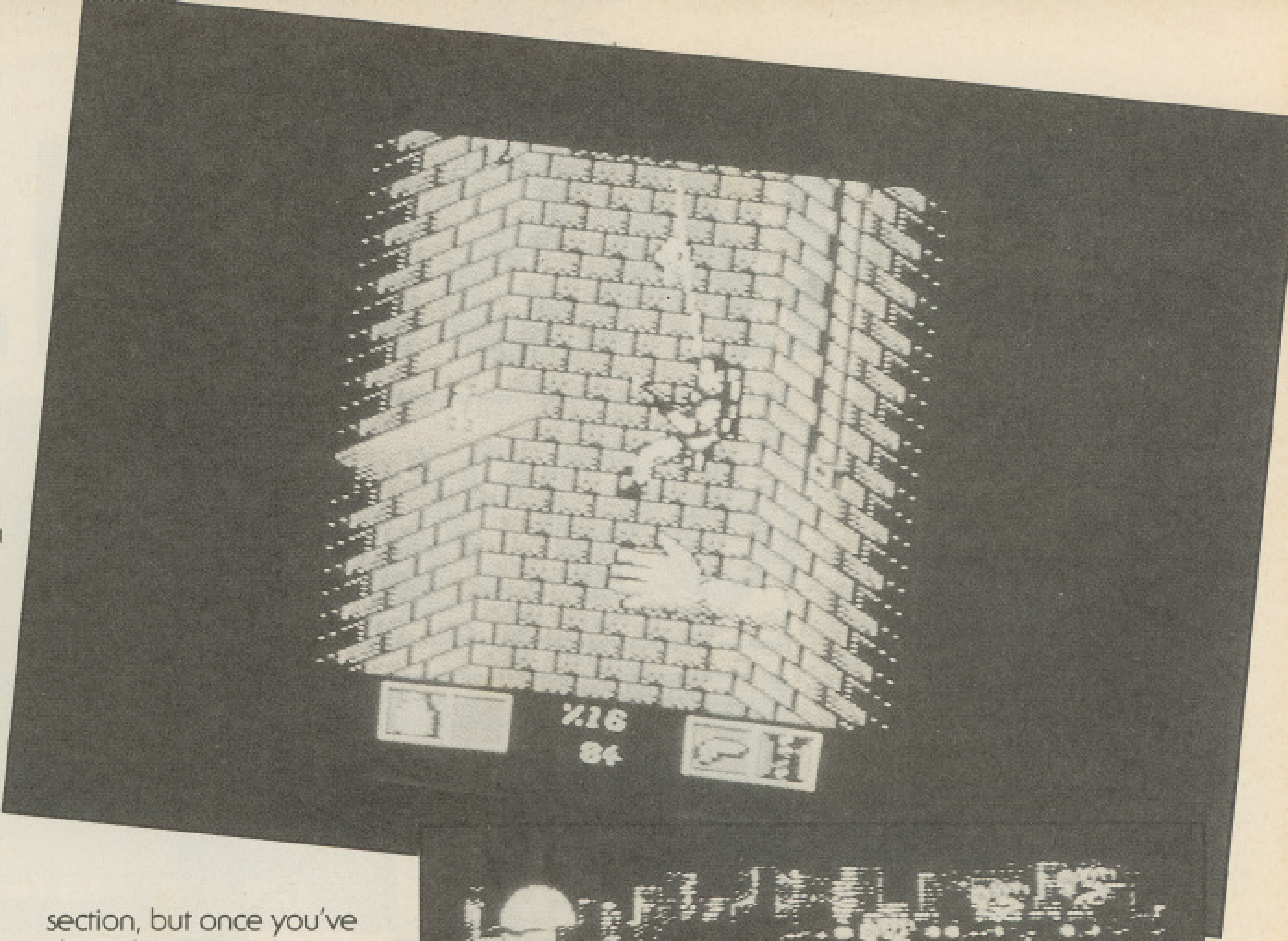
They're back! The original ghostbustering team return to save New York again. After being sued following the destruction of the Stay-Puft Marshmallow Man, the team disbanded. The media blew up the affair as a hoax. Sadly, our heroes have had to make ends meet by becoming performers.

Dana Barrett (alias Sigorney Weaver) returns to New York. She now has a son, Oscar, but the powers of the supernatural kidnap him. Dana knows that the forces of evil are

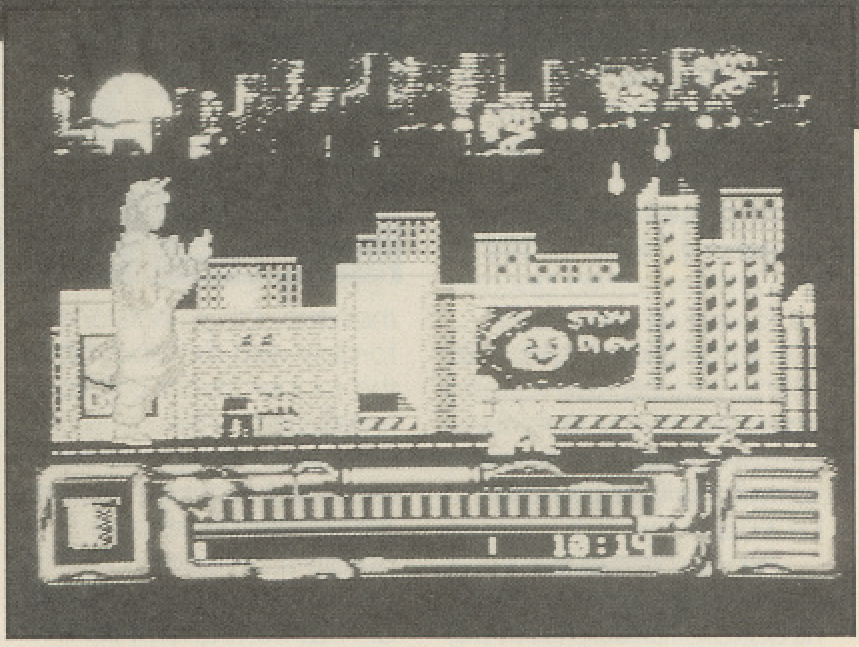
GHOS

back. She also knows what to do about it. Who you gonna call?

Ghostbusters of course! The real gang of four are back and fighting fit. New York is in peril from the evil spirits - freaky phenomena of all shapes and forms! The game itself is in three parts, and the first sub-game sets you the task of collecting a sample of slime. To do this a team member needs to be lowered down a shaft by winch, on the way he encounters slimers, ghosts, winch-eating blobs and huge hands.



Luckily, like every good boy scout, the ghostbuster is well prepared, as he has a choice of three weapons at his disposal. The usual proton beams; an energy shield; and a PK bomb. The lasers can shoot most of the ghosts, and the bomb destroys the winch-eaters and flying blobs easily. As you swing from side to side you have to pick up the three parts of the gloop scoop. These and replacement weapons are on ledges on the sides. Picking these up is the hardest part of this section, but once you've done this it's onto Broadway.



Now the team have to reach the art museum and to get there before the new year they've animated the Statue of Liberty! You have to protect it from the flying spuds, slimers and ghosts with but a mere fireball. This shoots missiles at the ghosts who, once hit, turn into drops of slime. Your loyal group of men can then run out to pick it up. This slime then adds to your energy, which is reduced when hit.

This section of the game is tough to complete with hoards of ghosts swooping into the attack. These are all well drawn and animated. Control of the fireball is simple and effective.

The final section of the game is at the musuem. You have to rescue Oscar and destroy something called "Vigo the Carpathian". You start by abseiling in from the roof. It is another blasting section, and is also hard to play.

Ghostbusters II is fairly well programmed. I liked the opening sequences which included digitized graphics from the film. The ghost graphics were the best (and most amusing). Unfortunately, the game will fall down on it's lasting interest because the challenge is too insubstantial. Having said that, it is fun for a while. A score of some kind would have added interest. As it stands, the only incentive to play is to complete it, and not too many people will find that difficult. One for kids only.

ACC

73%

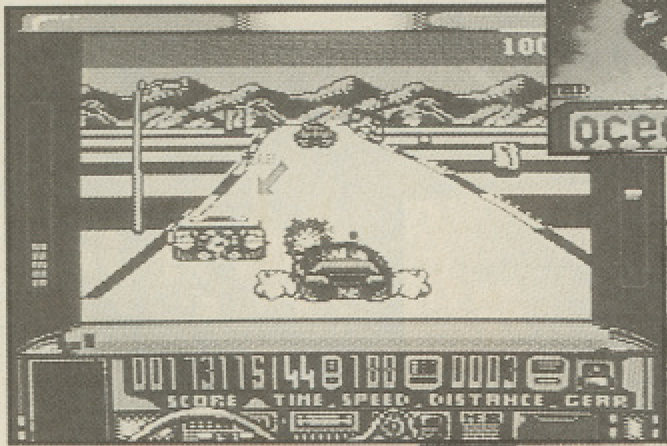
II STBUSTERS

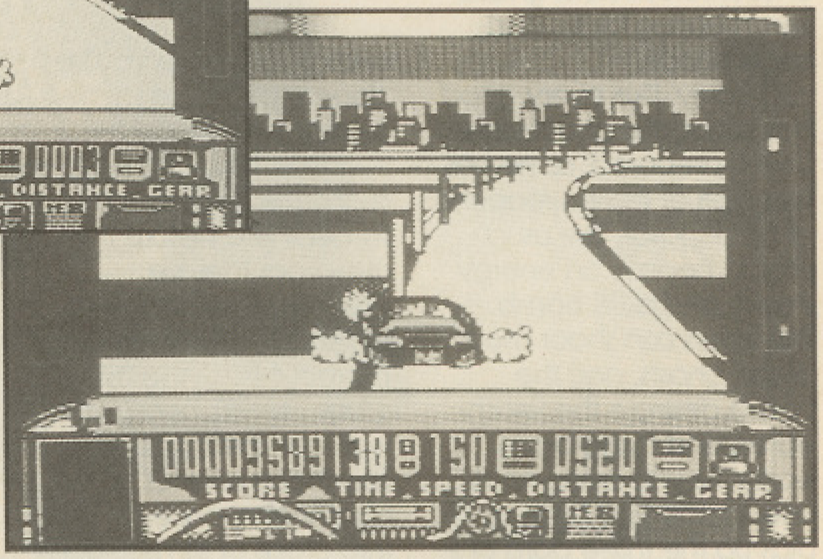
CHASE H.Q.

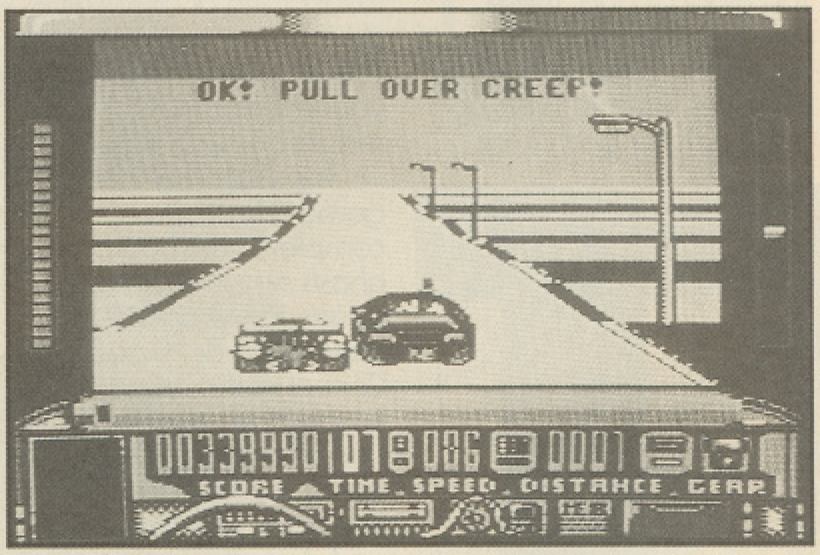
Supplier: OCEAN
Price: £9.99 (Tape)

69%









It seems that crime is paying more often these days, because the bad guys to be seen with are driving Ferraris, Lamborginis and Lotus'. This would make catching them impossible for your run-of-the-mill police cruiser or Panda car, so at Chase H.Q. the law-enforcers are given a Turbo charged Porsche 928 instead.

At chase H.Q., no-one ever shouts "PULL OVER!" to a criminal - he's got to be forced off the road in true James Bond style. The difficulty of this task varies according to the level but then who said that being a speed cop was going to be easy?

Whilst chasing the criminal you have to negotiate forks in the road, road signs and the other road-users (who actually obey the speed limit) and all against the clock. You are given sixty seconds to track him down. Crashing into other cars or roadside obstacles causes a catastrophic loss of speed (and time). Taking a wrong turn in the road more or less ruins your chances of catching him as well.

If you finally catch up with the baddie, you are given a further sixty seconds to run him off the road. It's here that your Turbo comes in handy. Government funds being what they are, its use is limited to three per game. Once activated, you accelerate to speeds of over 300mp/h which gives you a definate edge! You then have to collide forcibly with the back of the rogue driver's car. Each time you do this successfully a hit is recorded. A gauge records the number of hits left before submission. Once the criminal submits, Nancy at H.Q. then gives you details of the next mission.

As a game, Chase H.Q. breaks very little new ground. The idea of running a car off the road is not new - now is the perspective view from above and behind your car. The car responds fairly well to speed and inertia, so screaming around a corner at 300mp/h is a bad idea! The graphics work fairly well with a good impression of an uneven road created. The impression of speed is not so good, and the whole game seems to advance in slow motion. the game plays well enough, but is perhaps a little too easy despite the time limit.

There is average music on the title page but only engine sound fx during the game. There is no high-score table but there is a high score recorded. Ramming the car off is the hardest part of the game, but once mastered you'll have no trouble completing the game. At the end you are given a rating from "Get a new job" to "Expert" which is, at first at least, amusing.

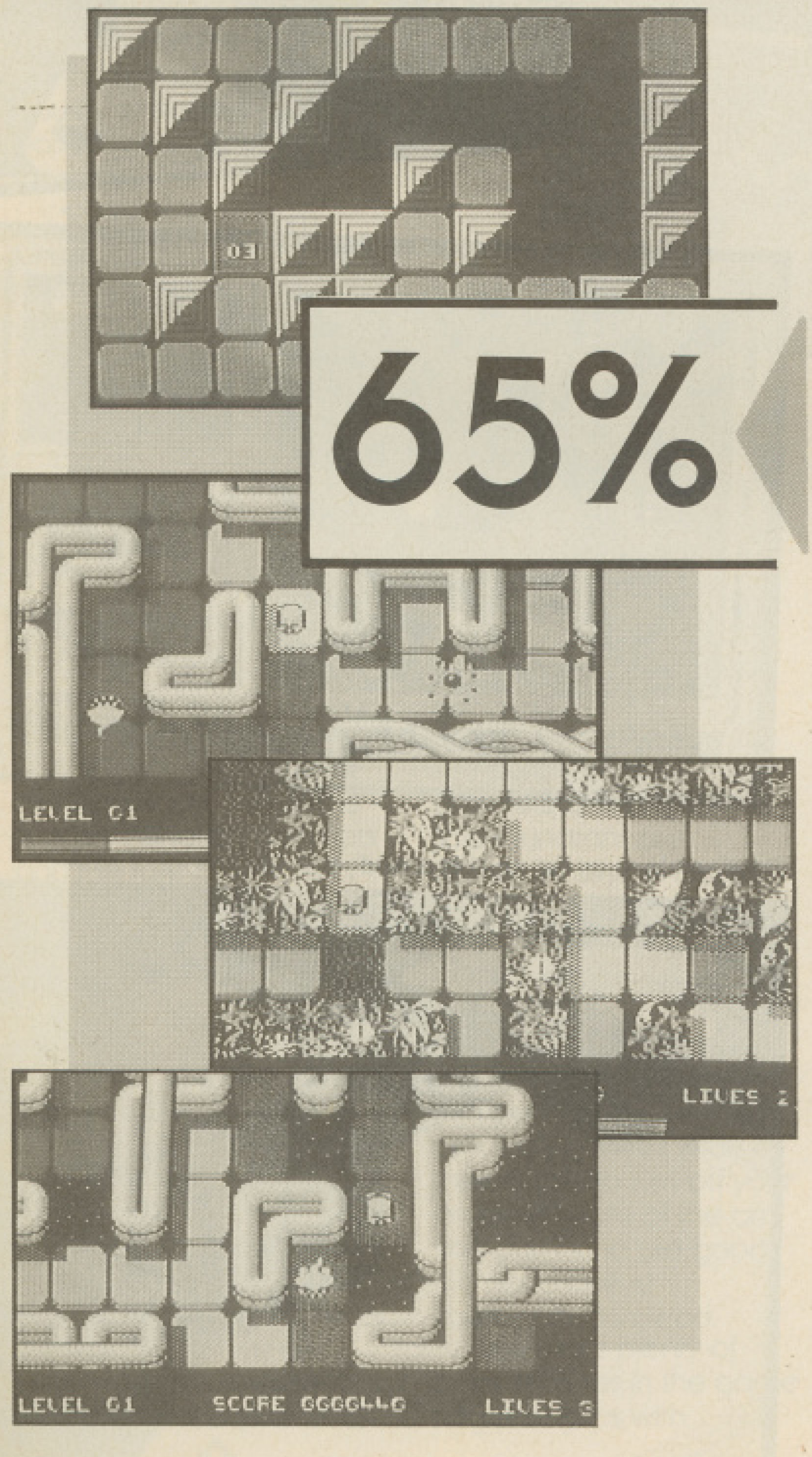
And that's it. Nothing is particularly wrong with Chase H.Q. but is seems to lack the polish it needs to lift it above the glut of driving games on the market. And with only five levels, I have serious doubts about its lasting interest.
ACC

CHASE H.Q.



MAZE MANIA

Supplier: Hewson
Price: £9.99 (Case) £14.99 (Disk)



65%

Flippo is a small, round thing with legs. Life as a small, round thing with legs would be very boring if it were not for the mazes of the Upper Plane. These are jolly good fun to be in. For one thing, every time Flippo takes a step he makes the flagstone which he's treading on flip over. This often changes its colour to another bright shade.

Flippo is blissfully happy when he's tearing around the mazes, flipping loads of paving stones over. Sadly, there are other inhabitants of the planes who have nothing better to do than drain Flippo's energy. These take several nasty forms but none are as cute as Flippo.

Also deadly to Flippo's health are the gaps in the maze. These are gaps in the Upper plane and if fallen through our hero dies. This is preferable to life in the inner space below. Luckily, Flippo could give Olympic long jumpers training and can leap over the gaps. He can even turn in mid air!

Some of the squares turn over a different colour to the rest. These are squares that need to be run over from a different direction. Flippo often has to backtrack in order to change these again.

Occasionally, Flippo encounters icons floating around the maze. These give him temporary immunity to the monsters and in some cases another life. Should Flippo turn all the squares the right colour he has to find the portal. This is a flashing square which transports him to the next maze.

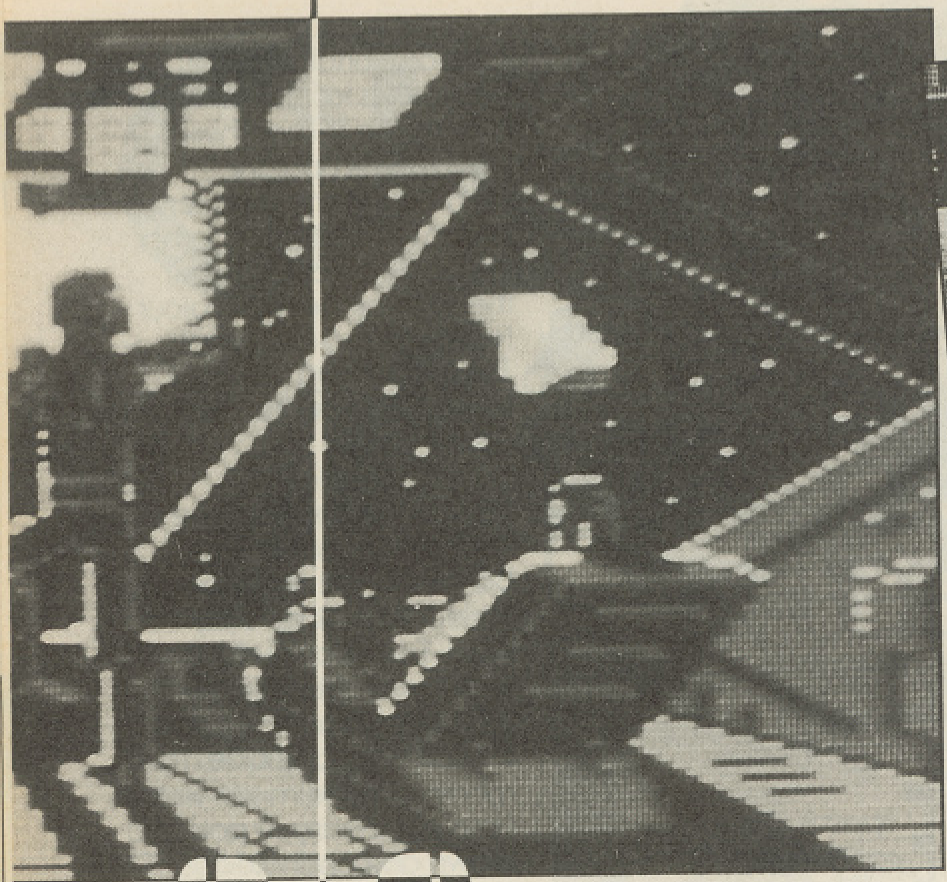
The graphics are represented from above in forced perspective. The borders of the maze are varied according to the level. Each is colourful and well drawn. Flippo himself is a nicely done character; short and fat and blue. The monsters in the maze vary from excellently to poorly drawn and animated. Some are large and colourful; others are small and blurry. They seem to move randomly about the maze but it's easy to be trapped by them.

The game is very playable and fairly addictive. It has got enough frustration to keep you playing rather than annoying you. Should you progress through a level there is a restart option which functions twice in any one game. The levels are fairly tough, with each one taking up several screens. These are flip-screen rather than scrolling.

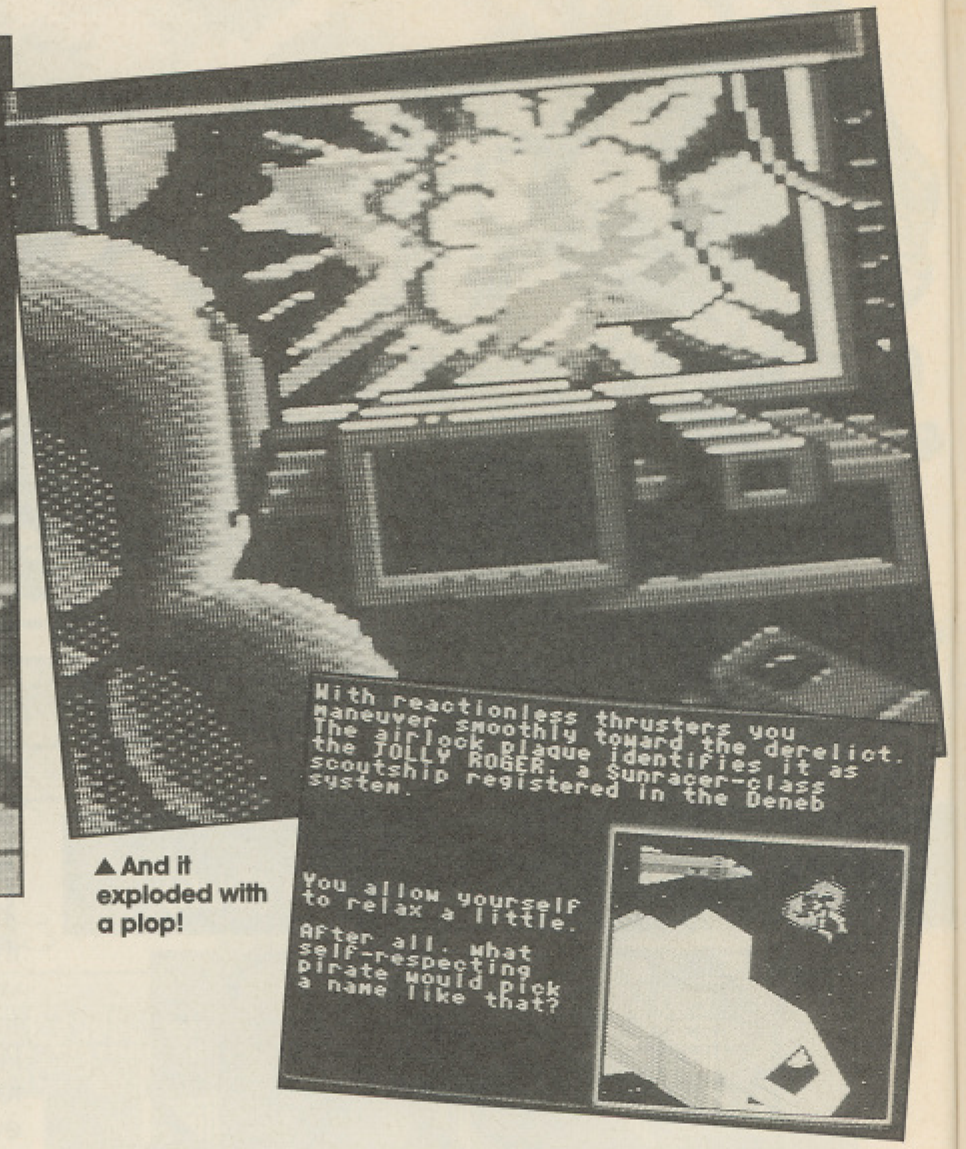
Having said that, I feel that Hewson have taken a few steps back with Maze Mania. It is a cross between Pacmania and Q*Bert (remember that?). Maze games are the definition of unoriginality and this one is no exception. Flippo has the cute potential to be a cult figure. But I doubt that this game will be successful enough to warrant a sequel. The truth is that there are far too many games of this type available already. Many of them are better than this one too. Unless you have money to burn or you are a real fan of maze games then try before your buy.

ACC

Space Rogue



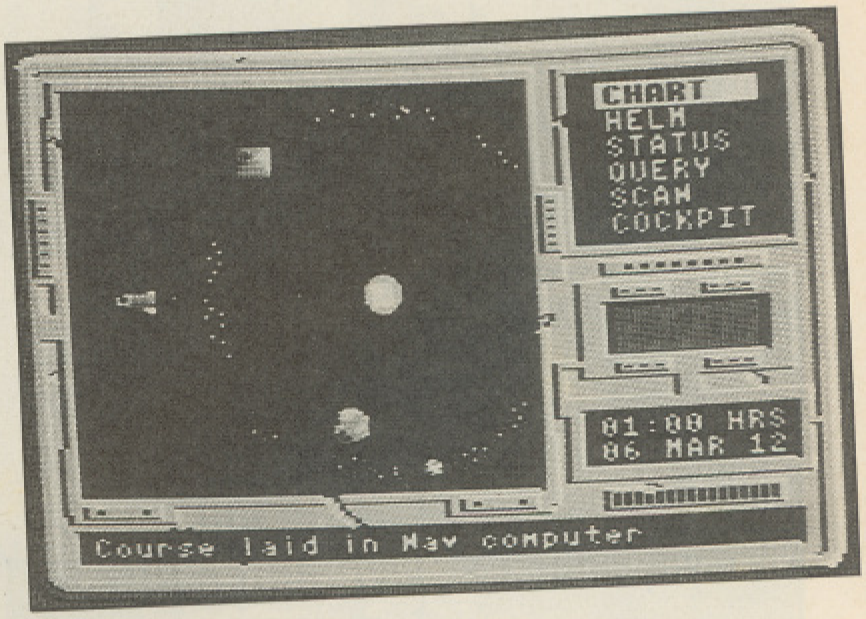
▲ "It's dead Jim-Substitute!"-



▲ And it exploded with a plop!

Price: £14.99 Disk
Supplier: Origin

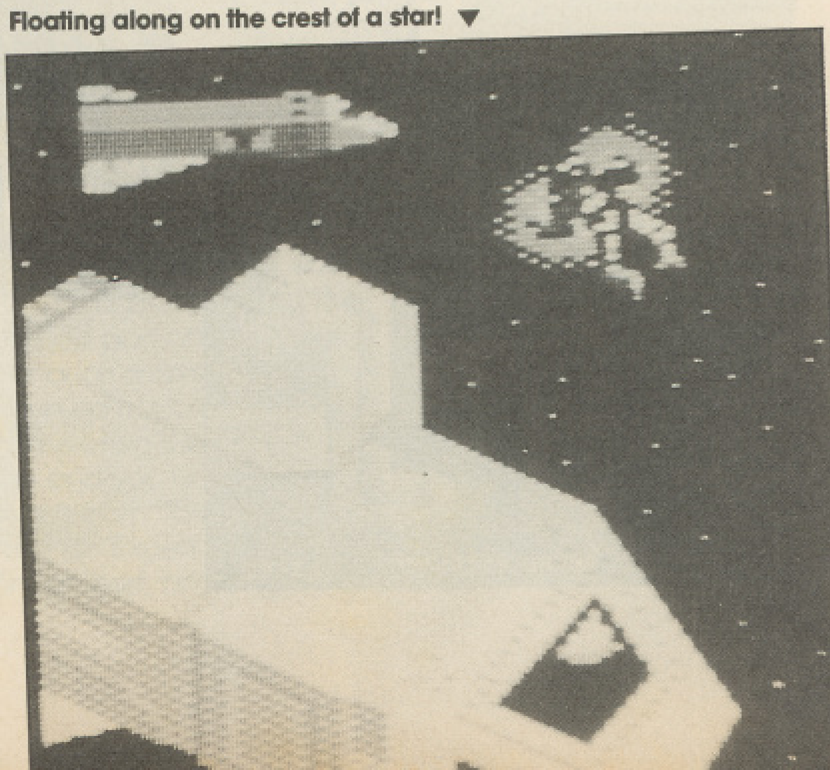
Blob meets blob in space. ▶



You don't know what you have done to upset the Captain, but he always seems to pick on you when there is a dirty job in the offing. Here you are in deep space, looking forward to a decent bit of leave when the bridge reports an apparently abandoned spaceship just sitting there in the middle of nowhere with no apparent signs of life.

Naturally, it is muggins that has to go and investigate. You reach the ship and confirm that there is no-one aboard. You have visions of your entire leave being spent writing reports that no-one will ever read and are busy cursing life, the universe and everything when a Manchi raiding ship screams in from nowhere and blows your home for the last six months out of

Floating along on the crest of a star! ▼

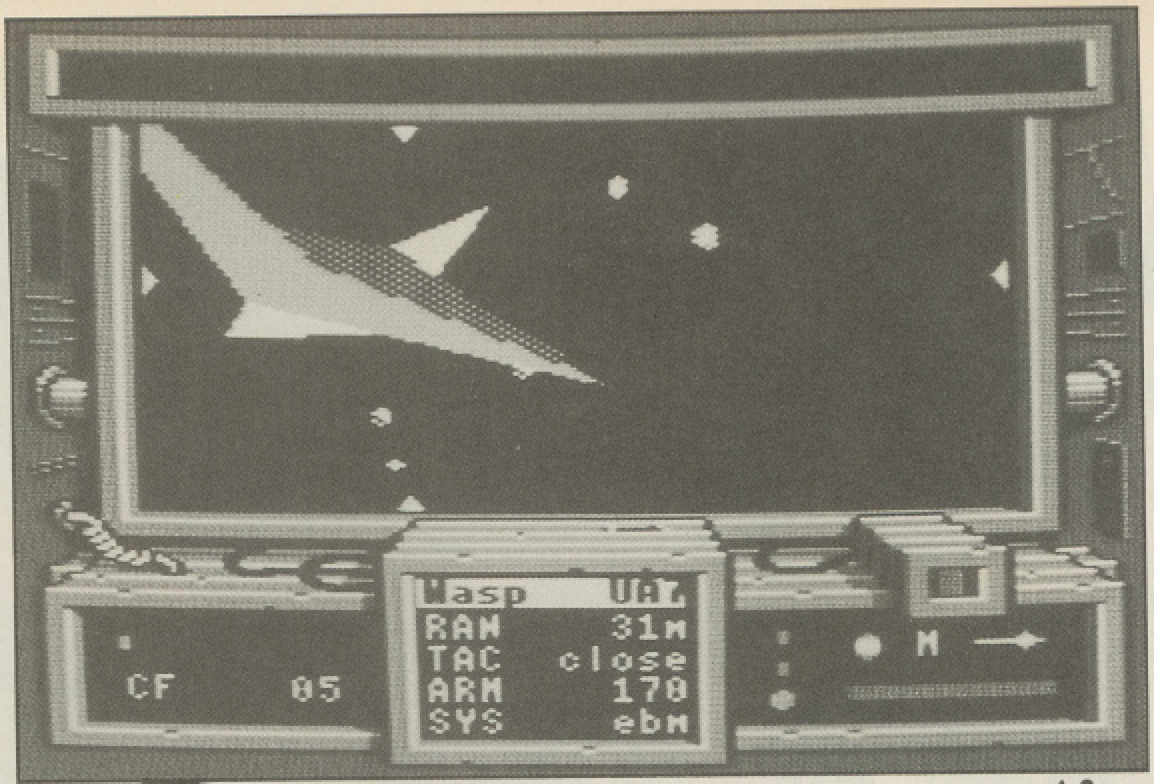


the galaxy. You await a similar fate but the Manchi appear to have also logged this little craft as being devoid of any interest whatsoever and are gone just as quickly as they came. Maybe it is your lucky day after all.

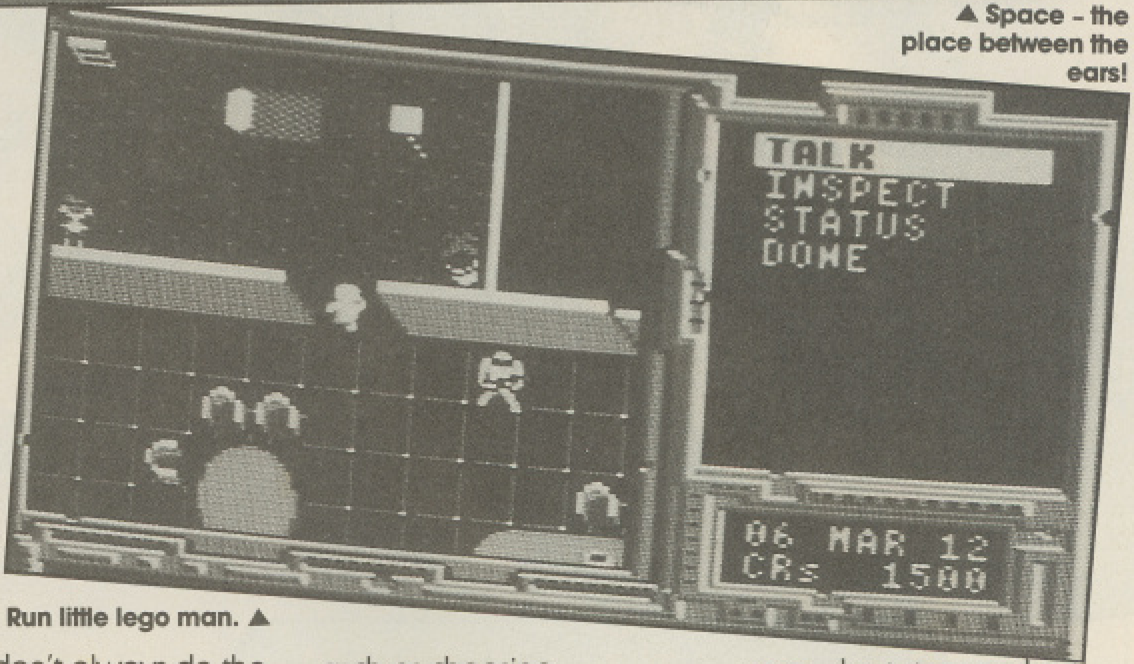
The machine that you have just inherited is a brand new Sunracer. Even the instruction manual is still on the dashboard although someone has scrawled a few cynical comments about some of the more fanciful advertising claims. Now does not appear to be the moment to sit and think about what the ship is doing light years from anywhere. Instead, you call up the navigation screen, select a friendly base and let the autopilot do the rest of the work as you try to figure out the various controls of your new toy.

Space Rogue from Origin is a sort of Elite with a few elements of role playing tacked on for added interest. You can follow the path of trader, pirate or bounty hunter or a combination but all three paths will eventually lead to another much important quest, about which you know absolutely nothing. Talking to people gives you the odd clue about your final destiny. Nothing major you understand, just a little bit of intergalactic intrigue, a few assassination attempts and the fate of billions of people in your hand.

How you choose to behave affects what happens to you as the game progresses. Blast Imperial traders out of the skies willy-nilly and you might earn yourself a lot of money and space-cred, but don't be surprised if you suddenly find a price on your head. You can't please all of the people all of the time. Above all though, talk to people. Knowledge is power even if you don't always do the right thing when you possess it!



▲ Space - the place between the ears!



Run little lego man. ▲

Your space ship comes equipped with all mod cons but that doesn't mean that you can't add on a few optional extras such as nuclear tipped nova missiles - purely for self defence you understand. Many of the ship's functions are automatically controlled but you can choose to override them should you decide that is in your best interests. For instance, if the enemy is jamming your target acquisition computer, your missiles will probably go well wide of their mark. So turn off your on board state of the art computer and use good old hand to eye coordination instead.

There are plenty of other features in the game to get to grips with such as choosing whether to use Newtonian or Cruise flight modes. Each has their advantages and disadvantages and both are likely to prove equally frustrating to the beginner learning to drive. Then there are the worm holes, huge tunnels in space allowing vast distances to be travelled in somewhat less than the usual time. or houw about a game of Hive? An arcade game with a prize at the end - if you are any good.

Documentation is first class with an owner's guide to their new machine, star map, short story and cut out model of two of the space craft included.

There is plenty to see and do in Space Rogue but all the action happens very slowly. This is not so much due to the game itself but the fact that disk accessing - and there is a lot of it - seems to take for ever. Certainly, I found myself wishing that the whole thing would speed up - there was too long a gap between anything interesting happening. There is a lot of game here if you just have the patience to dig it out.

GH

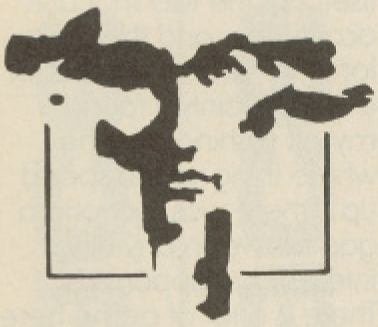
70%



FUN ★ 1

RETROGRADE

Supplier: THALAMUS
Price £12.99 (Disk) £9.99 (Cass)



A competiton between seven great evils in the Universe is underway to see who can invade the most planets. Not unreasonably, a few people are a little unhappy about this, and as a person who votes with his blaster, you have been chosen to stop this contest. Guess what - this means blowing them to smithereens with your blaster!

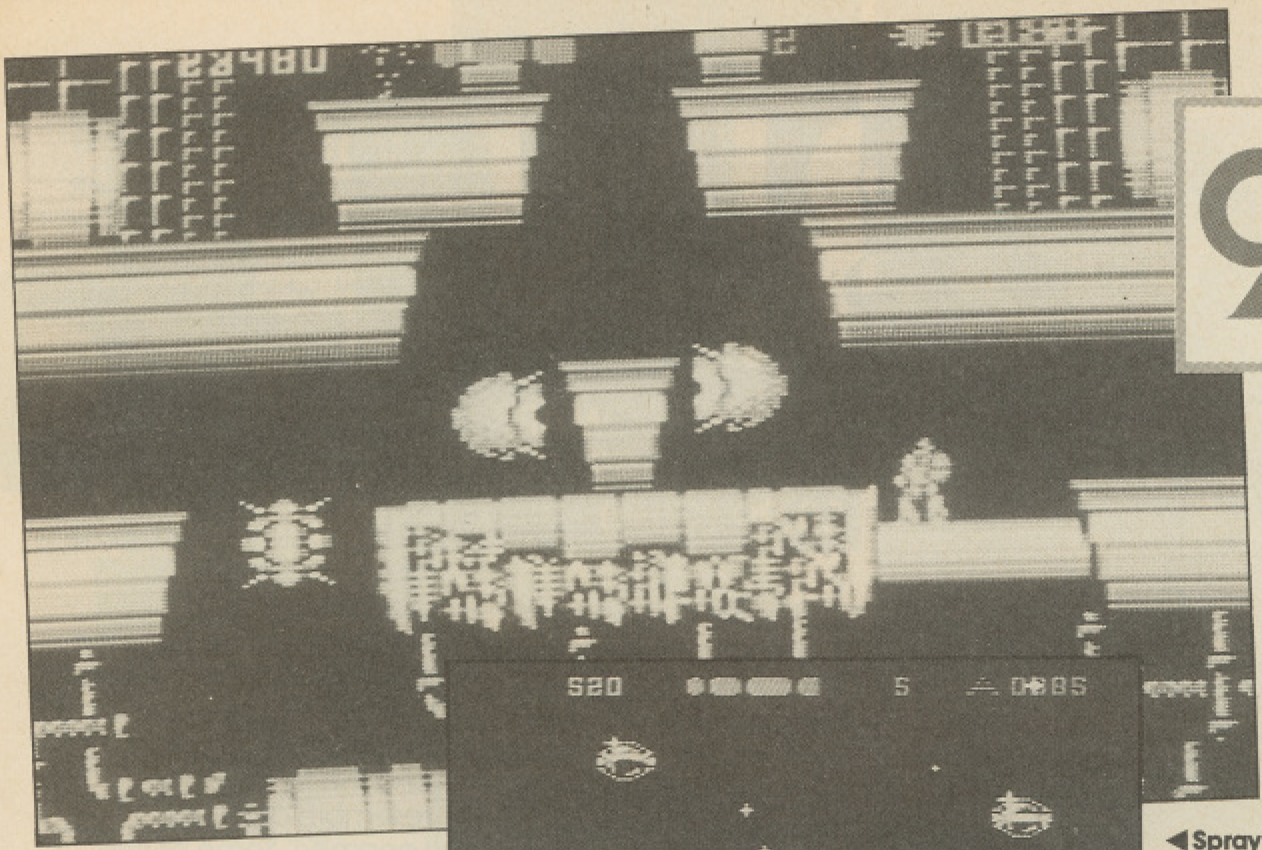
This is the setting to Retrograde, the latest shoot-em-up from Thalamus. As usual, it's one man against the rest of the universe. Fortunately, you have an answer to the latest dastardly bid to overthrow Humanity. You have a hugely destructive lazer pack. When the game begins, you have a small bullet type lazer beam. This makes destroying the aliens quite hard work, as they take several hits to kill. Luckily, when shot they turn into Ara. Ara is the local currency and comes in 5, 10 or 20 Ara sizes.

Once you have collected lots of Ara, you can go to the shop. It sells various "power ups" for your weapon, including extra shots, diagonal shots, super shots and triples. These all make blasting the aliens that little bit easier. In turn this makes getting Ara that much more simple. Also for sale are weapons that can be strapped to your fist. This fist weapon is used Robocop style, to punch out the aliens when you are walking along the planet's surface.

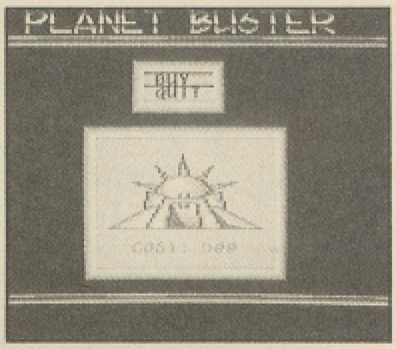
Colliding with aliens drains the energy from your shield. You start with five shields; one is lost if the energy reaches zero. Helpfully an extra shield is awarded with every 20,000 points. As well as this, an alien occasionally drops a "POW" symbol. If collected, you have a bonus shield which cannot be replenished but you do not lose a life if it is depleted.

It would be nice if life were as simple as that. But you still have a whole Universe to save, not just one planet. On each planet there are several reactor ducts. As you punch robots on the ground, occasionally one drops a planet buster. Once primed, it can be carried down the shaft and planted. This starts the destruction of the planet. Once all of the ducts have been primed then the planet is destroyed. This means that you cannot merely fly around the planet blasting - you must combine it with a bit of the Robocop too.

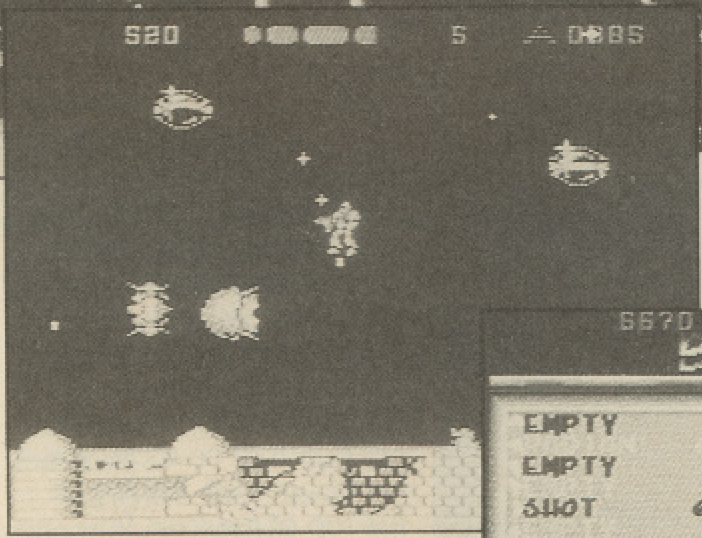
Your activity has not gone unnoticed. Predictably, the evil owner of the planet is none too pleased at it's destruction. This is where the trouble really starts. It appears to



95%

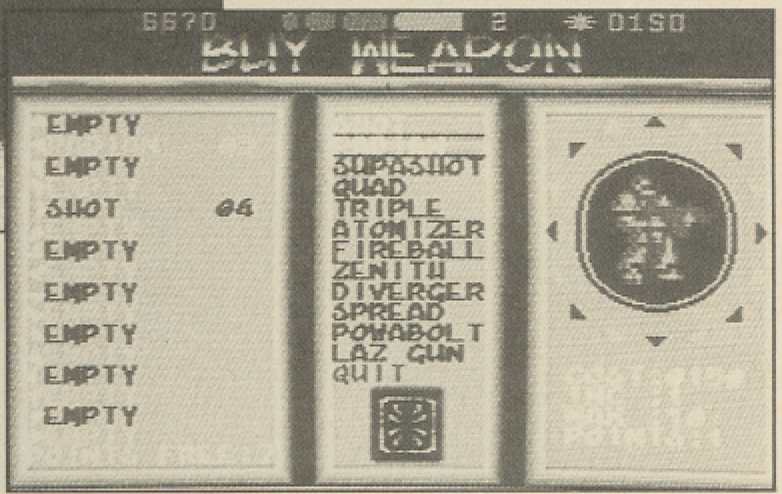


▲ **Chaos death spikey bits!**

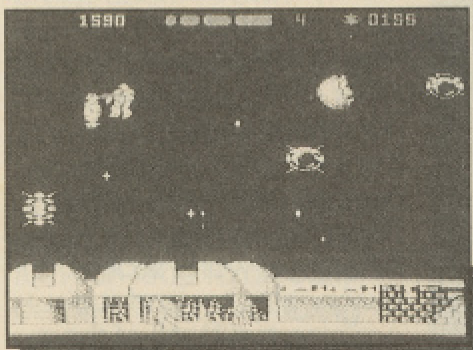


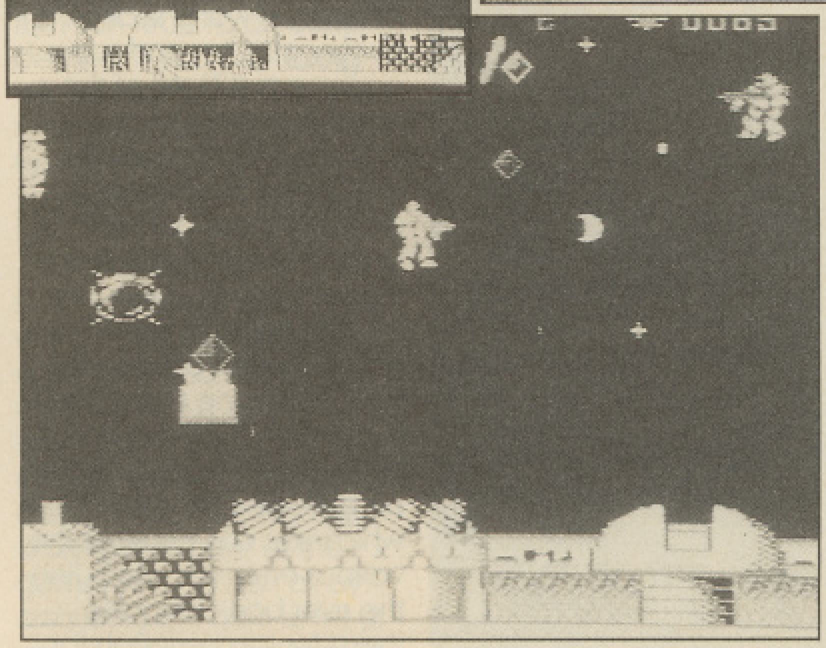
◀ **Spray out death from every orifice!**

▼ **I'll have a mega large super woofer...**



◀ **Oh no, don't put that large fire breathing implement up there!**





destroy you itself, in the form of a gigantic monster. I think I've seen this before somewhere...

The evil monster resembles a cross between an octopus and a shrubbery! You appear in deep space behind it. Using just your pitiful weapons it must be destroyed in order for you to progress. It is heavily armed, launching missiles and shooting lazer beams at you. As you destroy it, pieces break off and it gets weaker. Kill it and you can progress to the next planet. There are seven in all, each one harder than the last. Later planets feature different sprites and backdrops, as well as more ducts. The end of level beings become more and more difficult to destroy, bigger and more heavily armed.

A lot of creativity and imagination has gone into the production of Retrograde. Thalamus have not only concentrated on the graphics nor merely the gameplay. The result is a well-balanced game which uses the Commodore 64 to its maximum potential. The graphics are colourful and well animated, with smooth scrolling. Despite the number of sprites which move around on screen, neither the speed nor the smoothness suffer as a result.

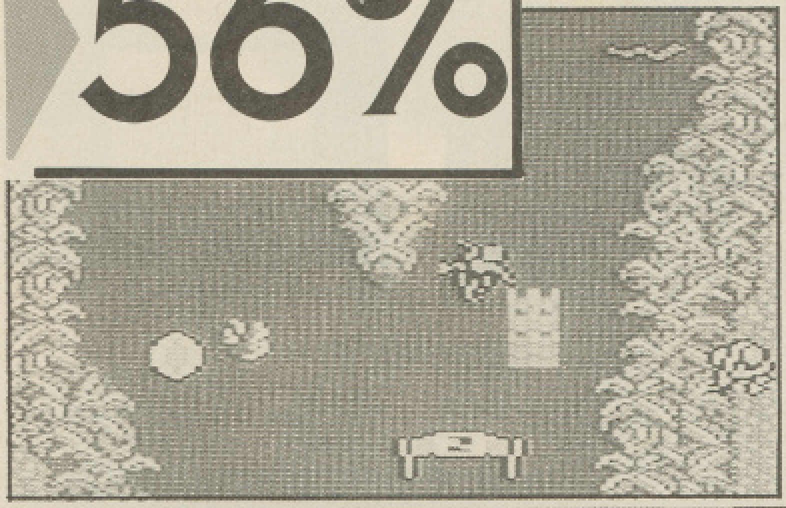
There are many clever touches in Retrograde. As the game loads you get a choice of seven different tunes. These vary from slow melodies to funky rhythms and all are well programmed. Selecting weapons is handled by hi-lighting the weapon you want to buy, then pressing the fire button. This means that control can be handled purely from the joystick itself. I liked the idea of being able to sell weapons later to buy newer ones.

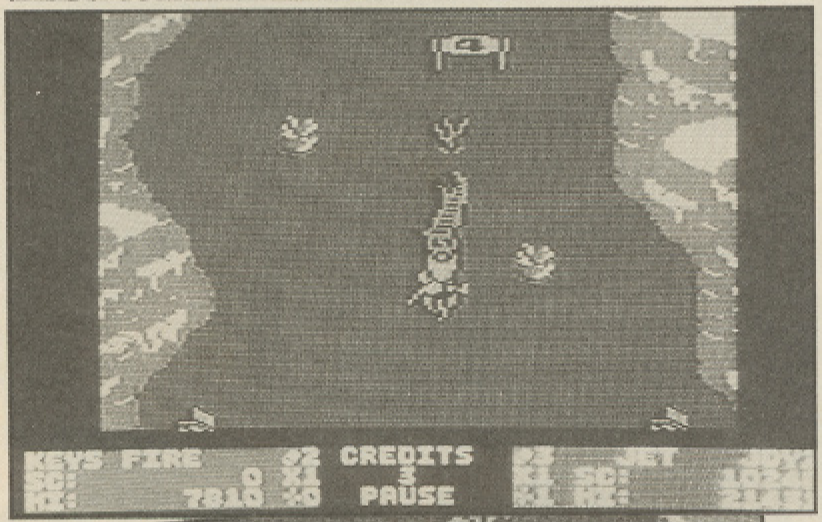
Having said that, Retrograde is not particularly original. Countless games feature the idea of upgradable weapons and end of level monsters. The central character is similar to that use in many other games. However, this is no slur on a game which uses these elements well, and this one does.

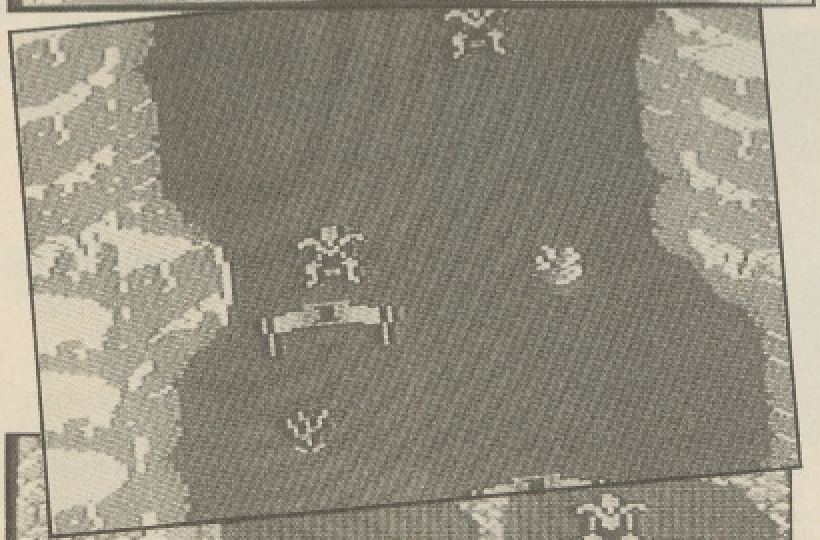
Retrograde is a masterpiece of programming. It has addictive qualities, is extremely playable and looks and sounds impressive. If you like blasting games, then I cannot recommend it highly enough. Buy it.
ACC

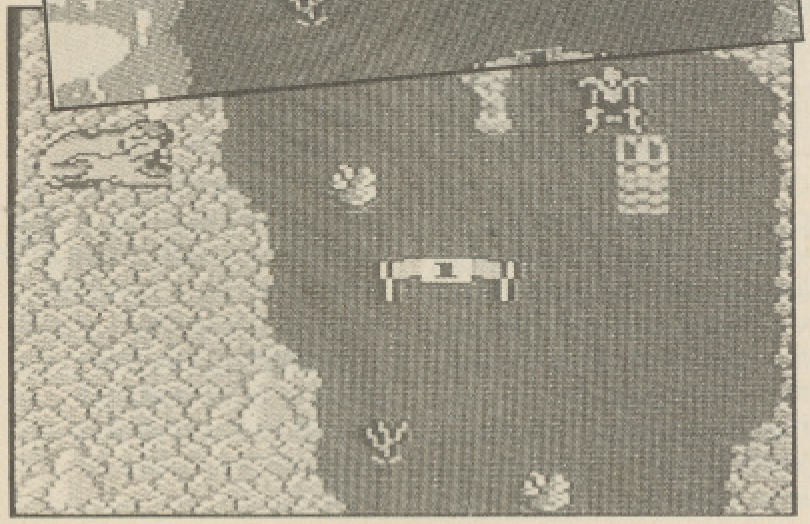
TOOBIN

56%









Supplier: DOMARK
Price: £14.99 (Disk) £9.99 (Cass)

If you've ever fancied canoeing down some of the most dangerous rivers in the world, but were scared off by the risks involved, perhaps you'd rather try it in a rubber tube?! That's the challenge that "Toobin" offers you in this arcade conversion from Domark.

As either Biff or jet, you must paddle down rivers and rapids. Your tube does not puncture on rocks, you just bounce off. Starting at the top of the river, you have to negotiate your way to the party at the other end. As if this were not dangerous enough, there are many added dangers along the way. These include fly fishermen, water snakes, a hungry aligator and sub-aqua cactus(?). All of these hazards puncture your tube and lose you a life.

On top of all these dangers, there are anti-social party poopers along the river banks. These will try everything in their power to stop Biff and Jet from obtaining their goal. Fortunately, you are not defenceless. Beer cans can be collected en route which you can throw at the various enemies which line the river bank, stunning them for long enough for you to escape past them. There are also rapids which rush you quickly down the vertically scrolling screen and gates which award bonus points if successfully negotiated.

Propulsion is achieved in the time-honoured fashion of frantically paddling with your hands either backwards or forwards, and rotating left or right with your feet. This is a frustrating mode of control, which is very easy to misjudge.

This would be all very well, but the game is utterly let down by its graphics. The Toobers "Biff" and "Jet" look like waterboatmen and some of the riverside enemies are entirely indistinguishable from the background; the ones you can see include several harpooning Sphinx(??), and the fly fishermen resemble disjointed Legomen. Some of the objects you collect look like beds of nails, tangerines and shuriken.

Some of the hazards are almost impossible to avoid, as the scrolling often hides them until you're on top of them. Add to this the fiddly control system, which often gets you stuck on a gate and eaten by the aligator, and you'll soon be headbutting the keyboard in frustration.

I remember seeing this game in the arcade, and its attraction was its colourful graphics. Domark have unfortunately failed to convert them with any degree of accuracy, and so the game loses its "cute" appeal. Apparently Biff and Jet are "in search of the most outrageous party they can find." Six old-age pensioners drinking lemonade and dancing to the Birdy Song would doubtless be more entertaining than this dire effort.

There is a two-player option for the brave, but I doubt if anyone would dare show this to their friends, for sake of losing them. This has the feel to me of an arcade conversion which has been rushed out to coincide with other versions. There is no excuse for this. Avoid this game.

ACC

Dan Dare III

Price: Disk £14.99, Cass £9.99
Supplier: Virgin Mastertronic

82%

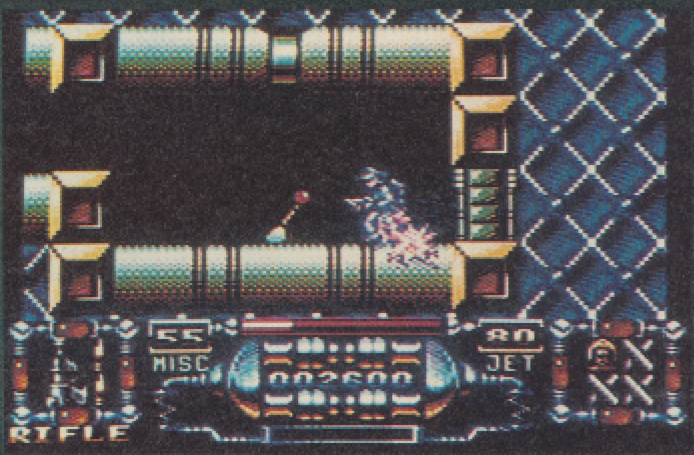
Where the evil Mekon lurks you are sure to find the intergalactic hero Dan Dare. In this the third computerised confrontation Dan must escape from the Mekon's clutches. Caught while sleeping Dan finds himself inside in the Mekon's hideaway asteroid. His only hope of escape is via a lone fighter he has discovered the only problem is its lack of fuel. So Dan sets forth jet pack on back, gun in hand, ready for all space borne monstrositites the Mekon may care to throw at him.

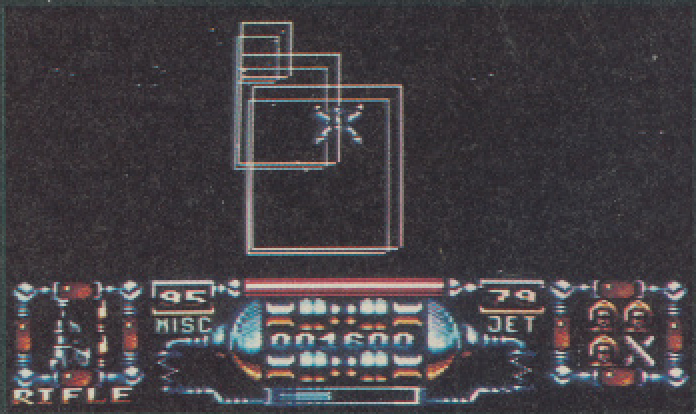
Dan starts his adventure in the storage area, but even here the hostiles lurk. After blasting a few mutants (they weren't until they met with the Mekon's surgeons) with his portable mutant blaster he comes face to face with his adversary. Dan leaps at this chance to destroy his age old adversary but it is not to be. After exchanging plasma bolts the Mekon heads for sunnier climes, with his personal teleporter. However all is not lost as he leaves behind a pass for the public teleporter. Before dashing off to adventures new a quick scan of the surroundings reveal two computer terminals. One supplies fuel for the jet pack, but the other is a far more versatile machine. At this terminal Dan can purchase extra weaponry in the form of bouncing bombs, smart bombs and extra ammunition for his blaster. It is also possible to buy extra lives here if you have the cash.

Using the teleporter brings about its own hazards. As Dan sails through the ether he must be guided through a tunnel of squares which come at him. Failure to correctly navigate a square results in damage which in turn can lead to an early demise. If you die during teleportation your body is returned to the starting teleport terminal before you resume with another life.

The second level is slightly larger and contains even more mutants. Once again you find the Mekon and slug it out. Now you have your third pass you can choose your destination. Here lies the strategy element of the game, you can risk all by assaulting the next level of you can play it safe and return to the stores for a few more lives and some extra fire-power. After a few levels you have enough fuel to escape so with all haste you return to the stores, access the terminal and blast off into, no not the wilds of space, but the blast doors. After banging your head against the wall a few times you restart cursing yourself for thinking things could be so easy.

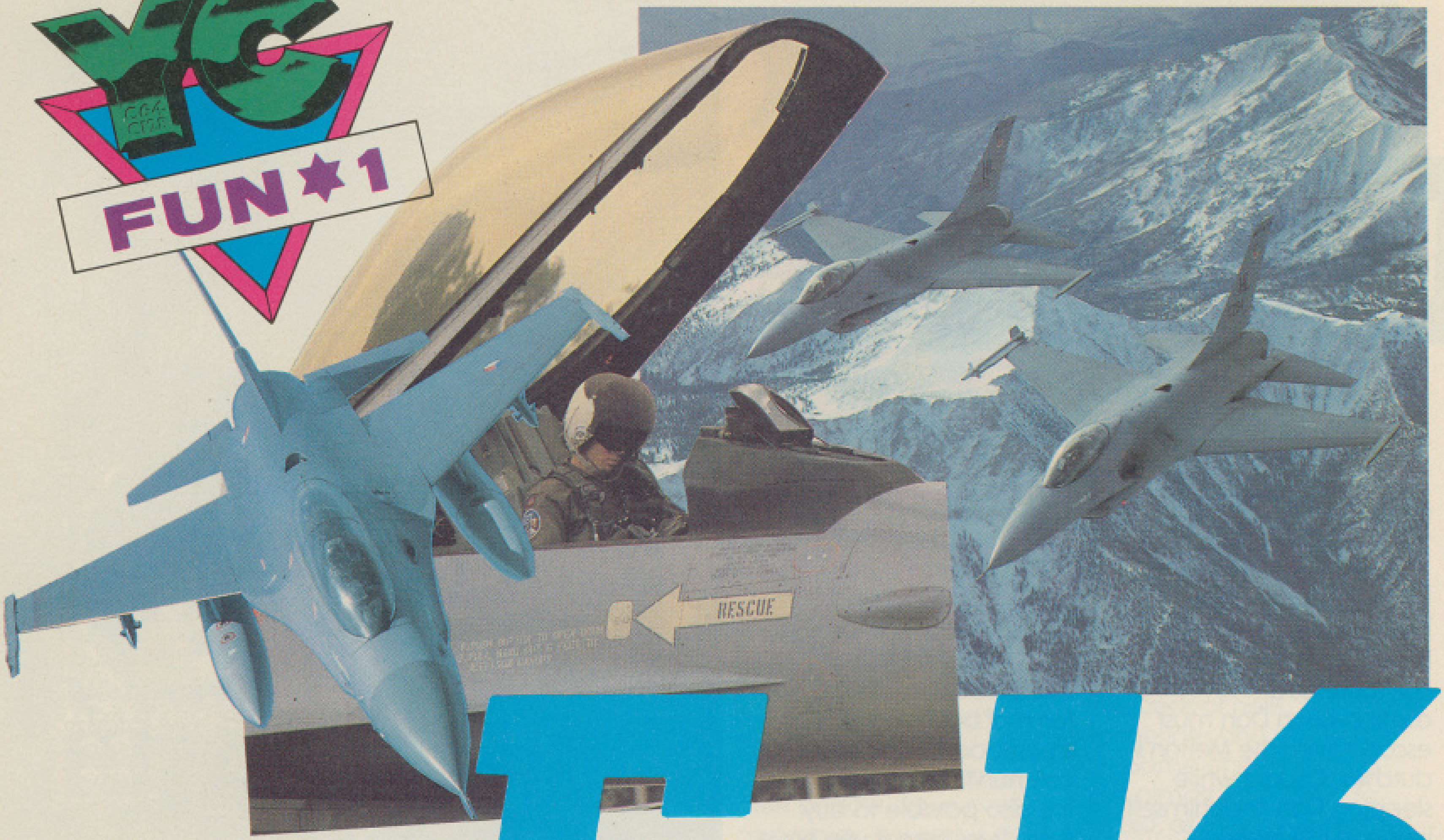






Exploring the mutant infested maze of the mekon's base is fun and the excellent graphics enhance it dramatically. If there is one complaint about this game it is the repetitiveness of the levels, all consist of mutants and rooms followed by more mutants and yet more rooms.

AP



F-16 COMBAT PILOT

Supplier: Digital Integration
Price: £9.99 (Cass) £14.99 (Disk)

Digital Integration have a long-founded reputation for producing state of the art simulations. "F-16 Combat Pilot" is the latest of these. As expected, it sets the standards that all other flight sims will be judged by.

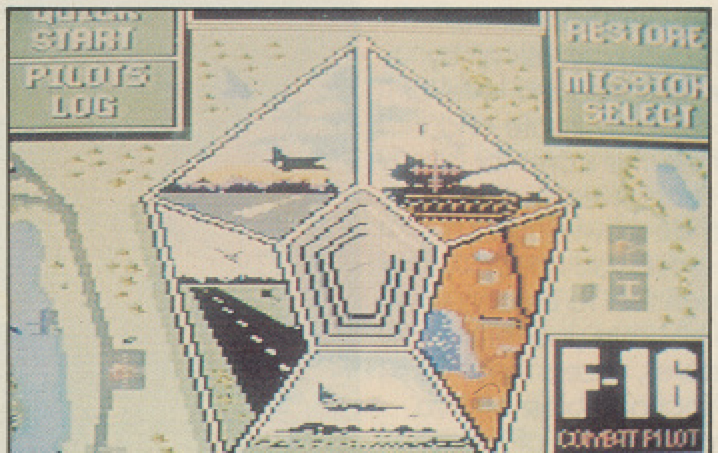
You have a choice of either training, "Quickstart" or a fully fledged mission. These include Tankbuster, Deepstrike and Scramble. You can select quickstart to get up in the air straight away. This puts you at the end of the runway with a mixture of weapons.

Slam open the throttle and pull back on the stick. The computer greets you with a realistic whine of engines as the speed increases. The screen update is smooth and fast with hardly any flicker. Once in the air there are countless displays to keep track on. Nothing is automatic: you even have to raise the undercarriage. There are displays for altitude, airspeed and pitch. Also shown are current missiles, several radar and fuel levels.

The emphasis is most definitely on simulation not game. You have to have a good head for technical details or you won't get very far. Once airbourne it's a good idea to fly around for a while. This helps you to get the feel of the craft. Do a few risky swoops, fire a few missiles - who said that simulations aren't fun?

Of course there is a more serious side to the game. There are five in depth missions. Before starting one you have to equip your plane from scratch. You can select various missiles and other add ons to your heart's content. Clearly, different missiles will be used for different missions. For the scramble mission, you'll need air-to-air missiles; for Tankbuster, air-to-ground are better. Add ons include flares and extra fuel tanks.

When equipped, you then have to taxi your way out of the hanger. Even this comparatively simple operation is certainly not easy. It requires a very delicate touch on the controls indeed if you are to avoid crashing. When you've eventually found



the runway again it's take off time. This should by now be a routine operation.

Back in the air, and H.Q. will begin to broadcast information to you. This will be relevant to the mission, and may be as simple as the position of the next target. Alternatively it could be a battle stations alert! There are also five different radar type displays. These show ground targets, maps and other vital information.

Depending on your mission, you may then have to fly to a target to strike, or seek out an enemy plane. You can enable your combat computer once engaged. This helps you to plan your attacking strategy. You can lock a missile on your target, or blast away with your guns.

Of course the enemy have also put out their best pilots. These are all intent on sending you to an early state funeral. They know all of the tricks in the book and will use them mercilessly. Fortunately for all you budding top guns out there, you get a copy of the book.

This is the flight manual. It's essentially "The ABC of how to fly an F-16". Included in this hallowed tomb is a detailed breakdown of the various types of missile. This is very useful as it helps to plan your arming of the plane. There are sections detailing taking off and landing, taxiing and combat procedures. These are especially useful and are worth practising. Even if you can't perform a reverse slam loop with twist, it'll impress your friends if you say you can!

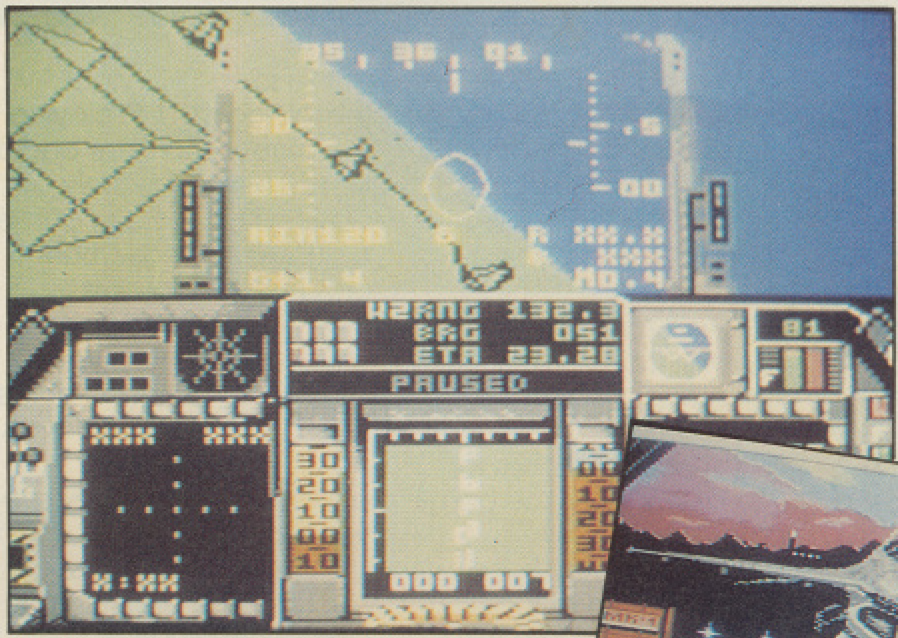
The book is well produced and written. If you don't read it before taking off it's like wiring a plug without knowing which wire is live. Certainly the missions are far harder without the essential background knowledge. The missions can all be altered to suit your skill level. If you have the inclination you can litter the map with tanks but don't expect to complete the mission easily.

The plane isn't at all discriminate about how you write it off. Whether you scrape the top of the control tower or take a missile in the backside the screen shatters. All that hard work down the drain. Luckily you can start all over again on a different mission.

F-16 Combat Pilot is a milestone in Commodore programming. Despite the program's huge size and complexity the speed does not suffer. There are thirty-three controls including the more obscure; ejector seat, fuel and weapons dump and autopilot. Cramming all of these into the '64 whilst retaining the gameplay and speed is a true achievement. Digital Integration should be proud of this effort when they could so easily have bodged out a conversion as other do.

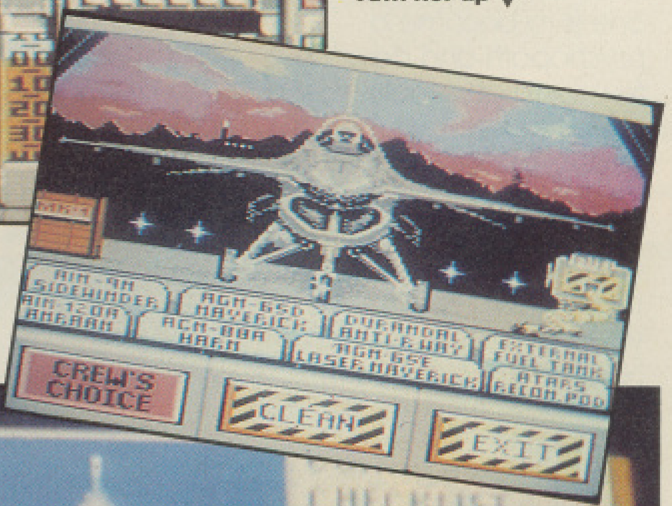
ACC

88%

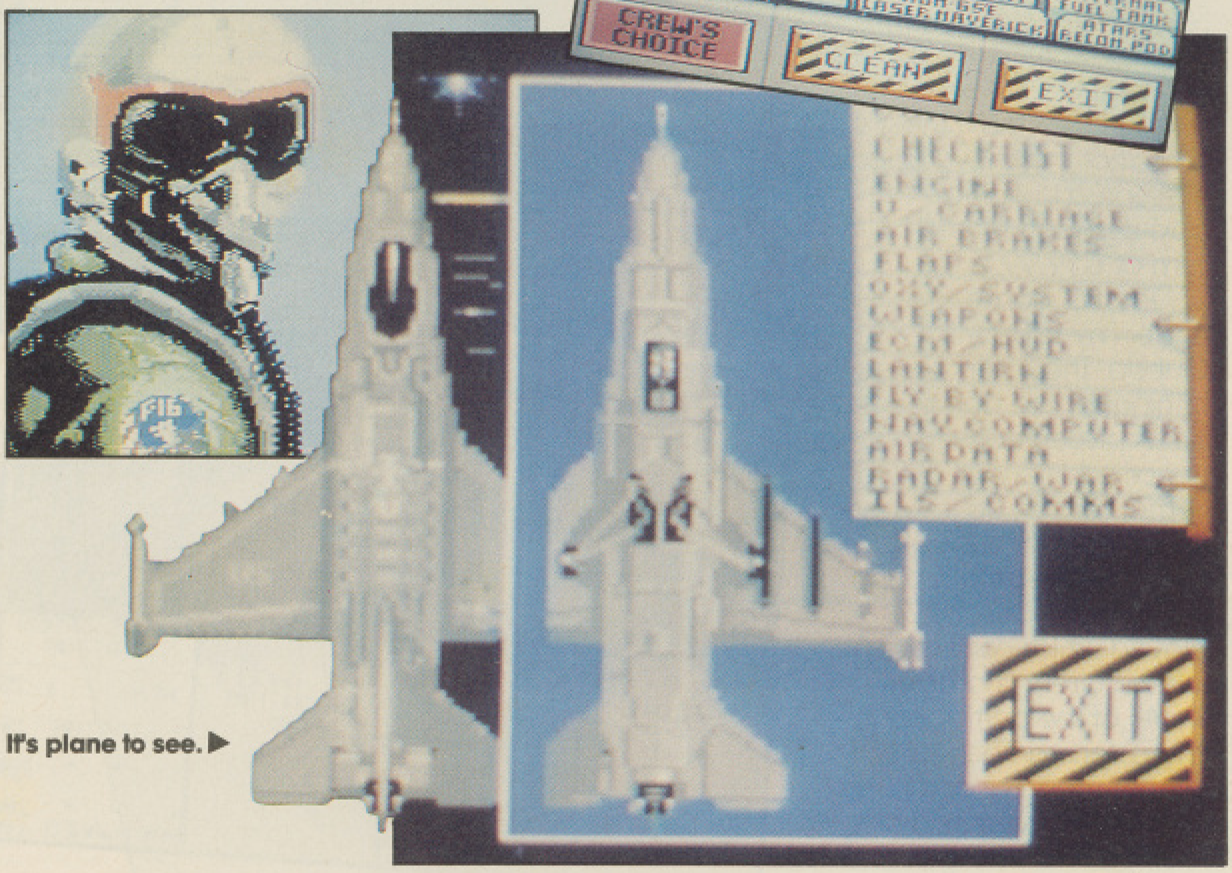


◀ White knuckled after burning.

▼ I've a need, a need for speed!



Arm her up ▼



It's plane to see. ▶

LEISURE GENIUS 'Classics'

Supplier: Virgin Mastertronic
Price: £19.99 Disk, Tape

Nothing brings the family together on those cruel winter evenings better than a good old fashioned board game. The problem lies in those cruel winter evenings spent alone. There are two solutions to this problem, one is to become a psychopath and develop a few extra personalities and the other is to buy the Leisure Genius 3 Pack from Virgin Mastertronic.

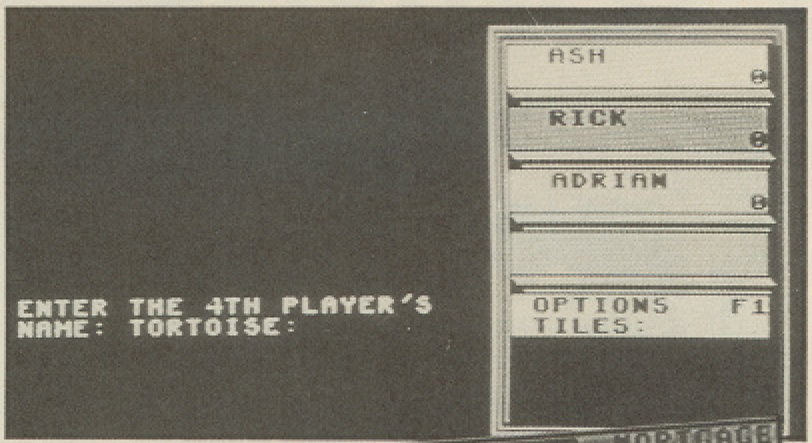
Three board games are presented in their pixelated splendour for your delectation; Cluedo, Scrabble De Luxe and Monopoly. All three games have previously been released but this is the first time that they have been presented in a single package and for the paltry sum of £19.99.

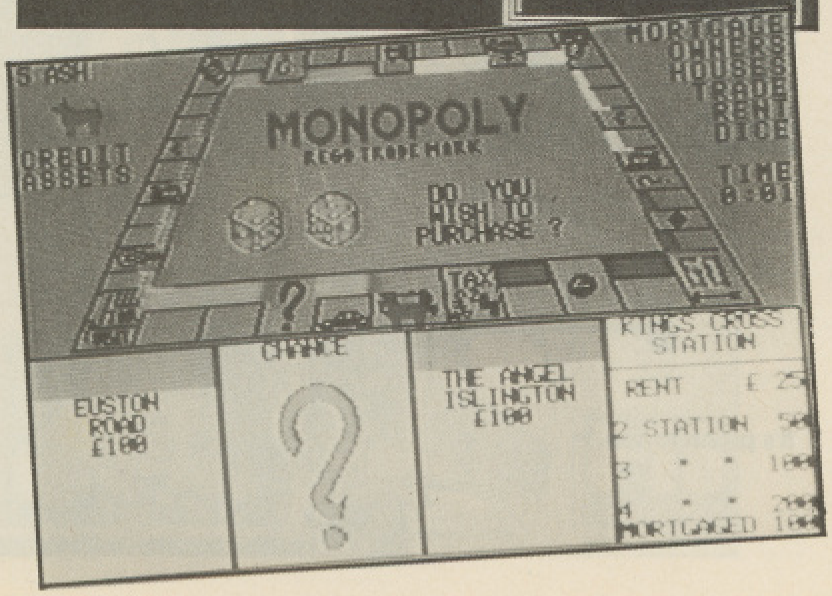
The first game to fall under my scrutiny is Cluedo. The essence of the original board game has been preserved with a few minor additions as only a computer can do it. When the characters appear ready for their trip around the board a little ditty is played which corresponds to the current character.

All of the participating characters can be under either human or computer control. It is even possible to select the intelligence level of each computer controlled character. A number of options are presented to the player each turn. It is possible to make the final accusation, a simple suggestion or review the cards you hold. There is also a notes option which displays the notes the computer automatically makes for you character as the game progresses.

The graphical representation of the board occupies two thirds of the screen with the remaining third displaying the current character and a list of options. The only disadvantage of this game occurs when more than one human player is playing. When you view your notes or cards you must cover a portion of the screen so the other players do not gain an unfair advantage when they see your cards.

Monopoly is a classic board game and this is a classic conversion.





Gameplay in the computer version is identical to that of the board version. Once again there is the problem of covering part of the screen to view your cards but apart from that this is a fun conversion. For the single or limited group of players it is possible to have a number of computer controlled characters each with a user defined IQ.

The race around the board holds the familiar thrills as the mad dash for the expensive properties begins. One advantage of the computer version is that you will lose none of the cards and the computer handles all the banking functions, a blow to those slight of hand players.

The problem with playing only against computer controlled characters is that you cannot see them sweat as the dice rolls and they approach your hotels. At least you can set the computer characters to the lowest level and give them a severe thrashing.

The final game in this selection is Scrabble De Luxe. This is by far the easiest and most playable of the conversions. Although you can see each other's letters this does not unduly disrupt the

game. There are the usual options to have a number of computer controlled players with an IQ of your choice but there are also several features which add significantly to the game.

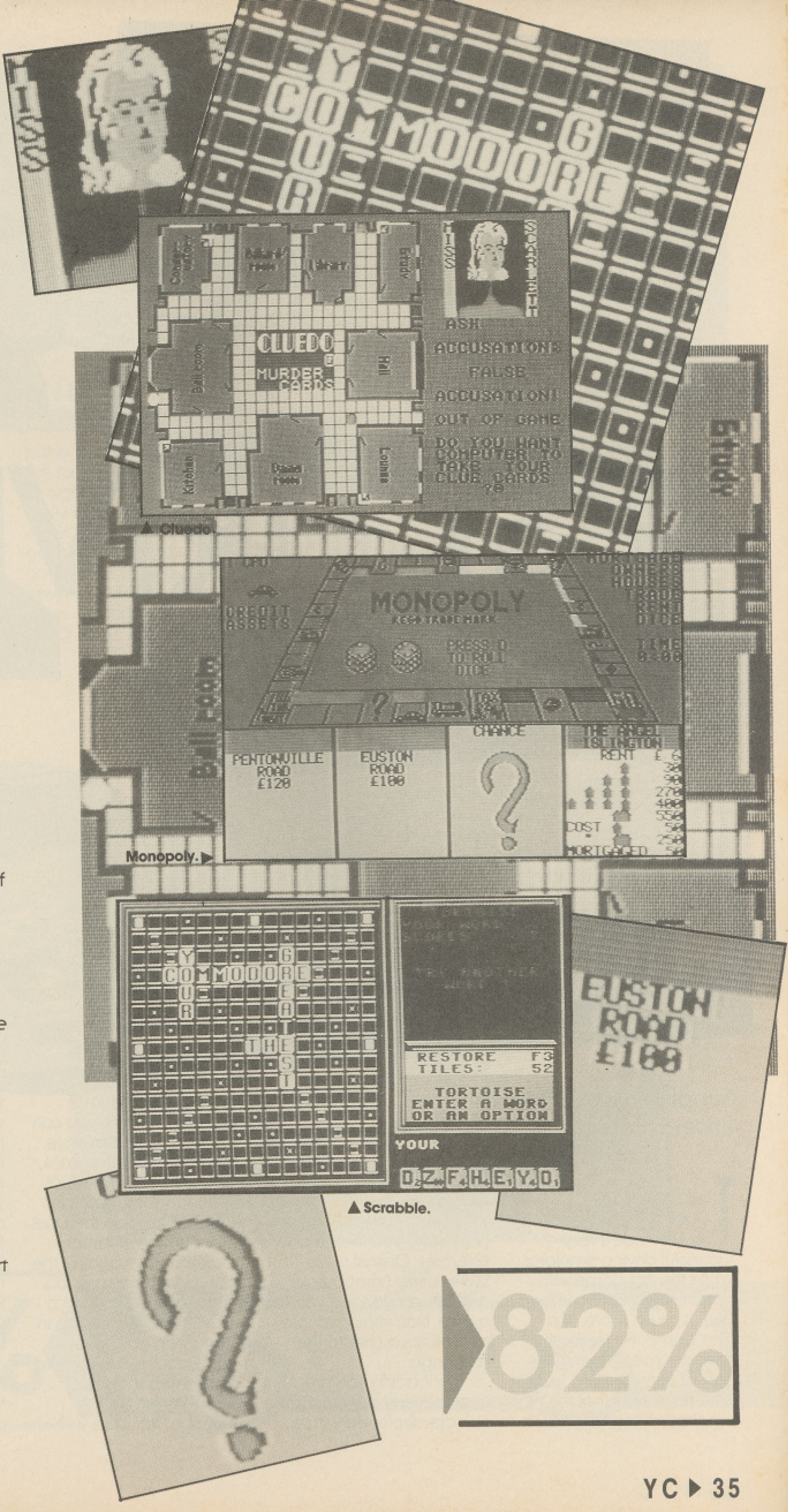
The computer version of the game neatly eliminates those obscure two letter words by checking entry against its in-built dictionary. Those words is does not recognise it queries, but the human player can override this and thus cheat. For those players that find it hard to string two sentences together a help option is available. When activiated this option finds the best possible use for the letters you hold. A rack full of tiles can at times bring little inspiration so to help the struggling player the tiles can be randomly juggled in order to bring forth that elusive combination. Further options allow the players to place a limit upon the thinking time and access charts showing tile and board values.

This is one computer version that plays equally well despite the number of players and if a player drops out the computer can always take over.

One fun aspect of all these games is the ability to switch to a completely computer controlled game at any time. If the outcome cannot be waited for, make every character a computer controlled character, set the game speed to maximum and go make a cup of tea.

As a package this selection represents excellent value. Although each of the games support a number of human participants only Scrabble De Luxe really works with more than one human player. This is simply a solitary social event of the year.

AP



▲ Cluedo.

Monopoly. ▶

▲ Scrabble.

82%

TEST DRIVE 2



Supplier: Accolade
Price: £9.99 (Cass) £14.99 (Disk)

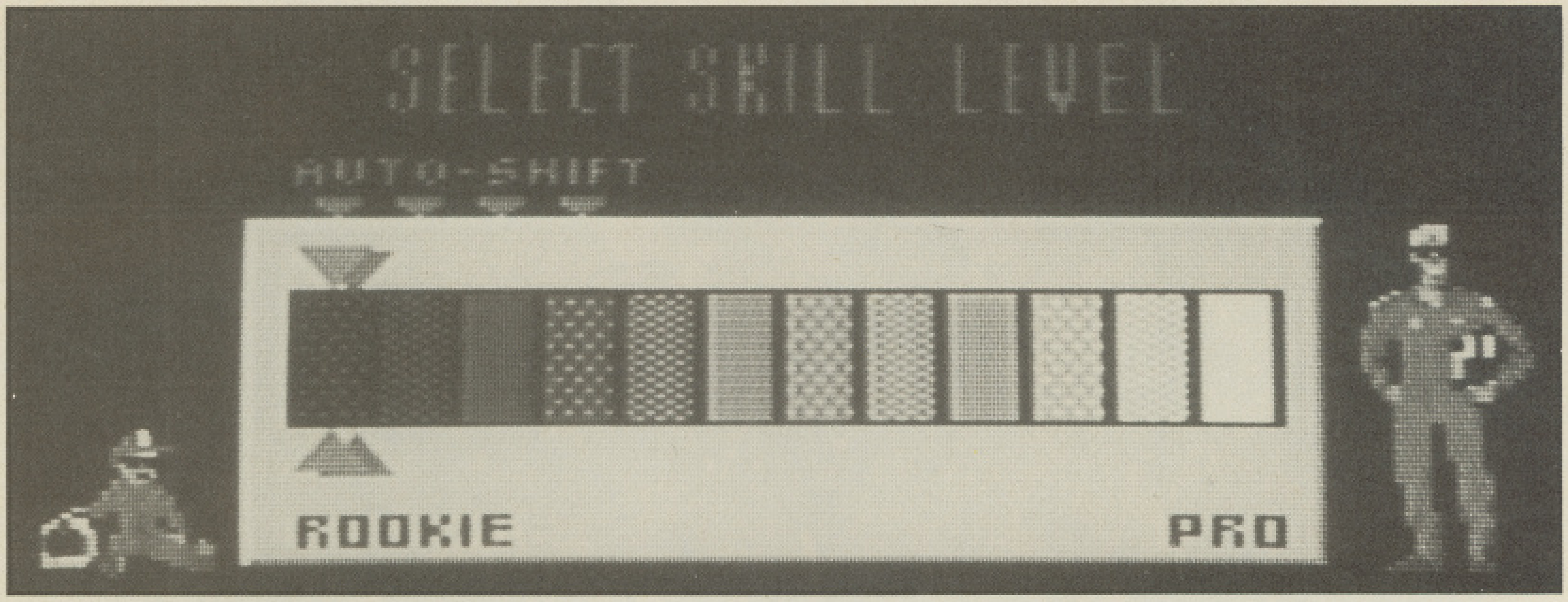
Test Drive II: The Duel" is the sequel to Accolade's very successful driving simulator. Whilst the first game was more of a simulation, The Duel is much more of a race game. However this does not mean that the quality of the driving has suffered. It's just that the emphasis is more on fun in this version.

Having a grey Porsche has made you friends and enemies. One of these drives a red Lambourgini and has challenged you to a race. Not wishing to lose credibility you rise to the challenge.

On loading you are given several options. Both cars are displayed with a detailed description of each beside. Here you can choose which car to drive. Each has its pros and cons but they're roughly equal in performance. You can choose to take on the Duel straight away, or either practice or race against the clock. As with any pseudo realistic game it's worth a practice before jumping in at the deep end.

The clock is a fairly hard game which should set you up for the main challenge. This starts with you sitting in front of your opponent. You can see him in your rear view mirrors. he's obviously confident enough to give you a head start! Along the road (Speed Limit 55mph? Ha!) you'll encounter other drivers. These merely serve to obstruct you as you race. Hitting one of these makes you lose one of your five lives.

You have to refuel at the petrol stations en route. Miss one and it's game over time. Your computer



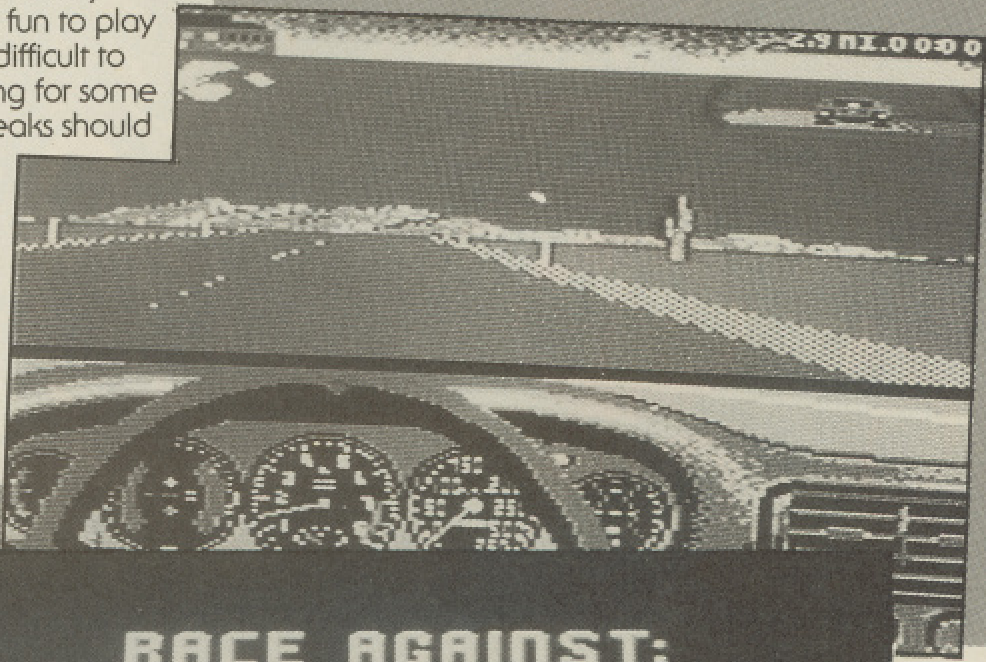
opponent is a mean driver and will try to force an error from you in order to win. There are many skill levels including a choice of manual or automatic transmission. At the higher levels the enemy becomes meaner and faster than ever. He weaves about in front of your car, trying to get you to crash. The other cars are more frequent and cause more trouble for you.

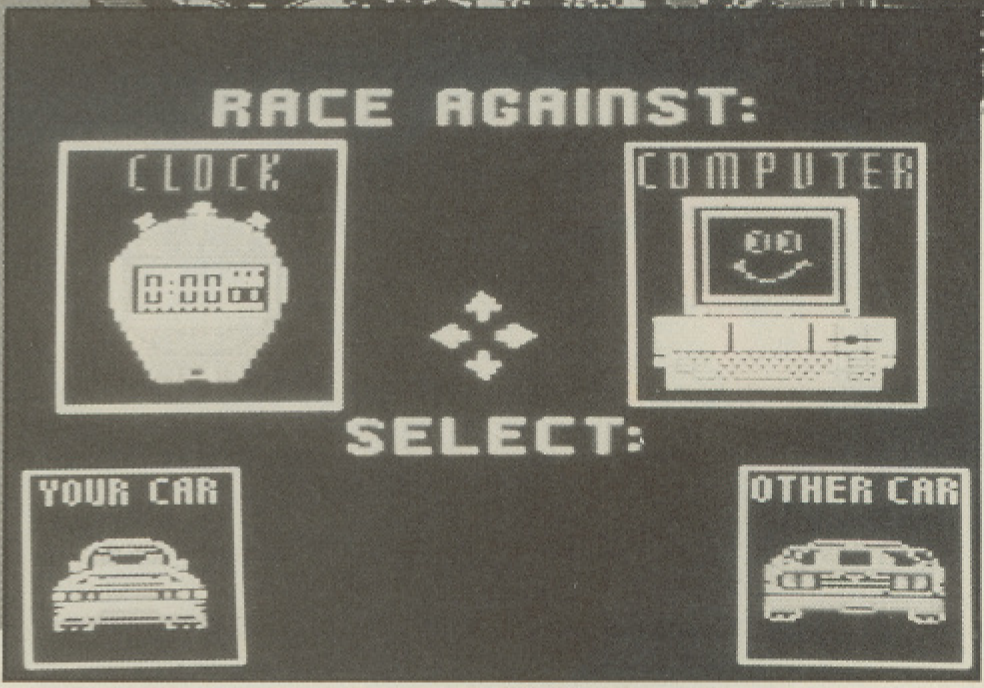
It's very easy to miss a gear change at a crucial moment and lose the Duel. Understandably this leads to a distinct loss of street credibility. Of course you must re-challenge your adversary, in the hope that you can beat him this time...

The Duel is a very good driving game come simulation. It's hard enough to keep control of a performance car without the added worry of a race. The graphics are updated well and smoothly and the perspective effect is successful. The game is very reminiscent of Test Drive and as such is not as stunning as it could be.

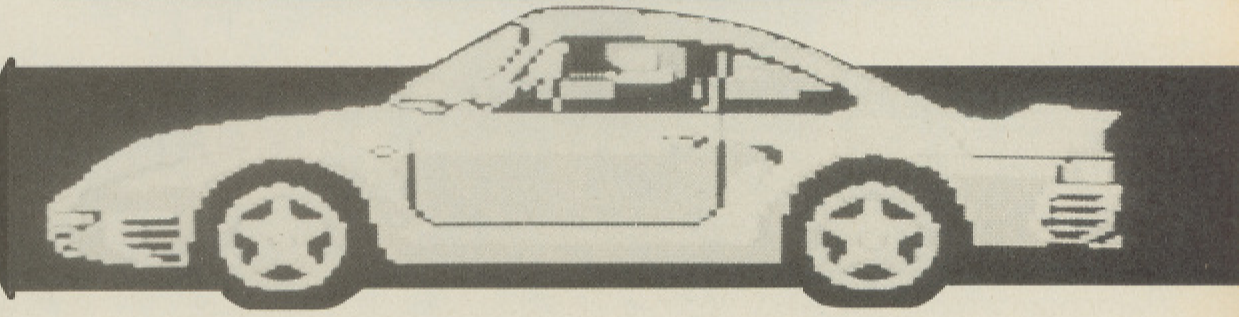
However if you don't own Test Drive or would rather be racing than on the run check out The Duel. It might be what you're looking for. On its own merits this game is very good indeed, is fun to play and sufficiently difficult to keep you playing for some hours. Driving freaks should check it out.

ACC



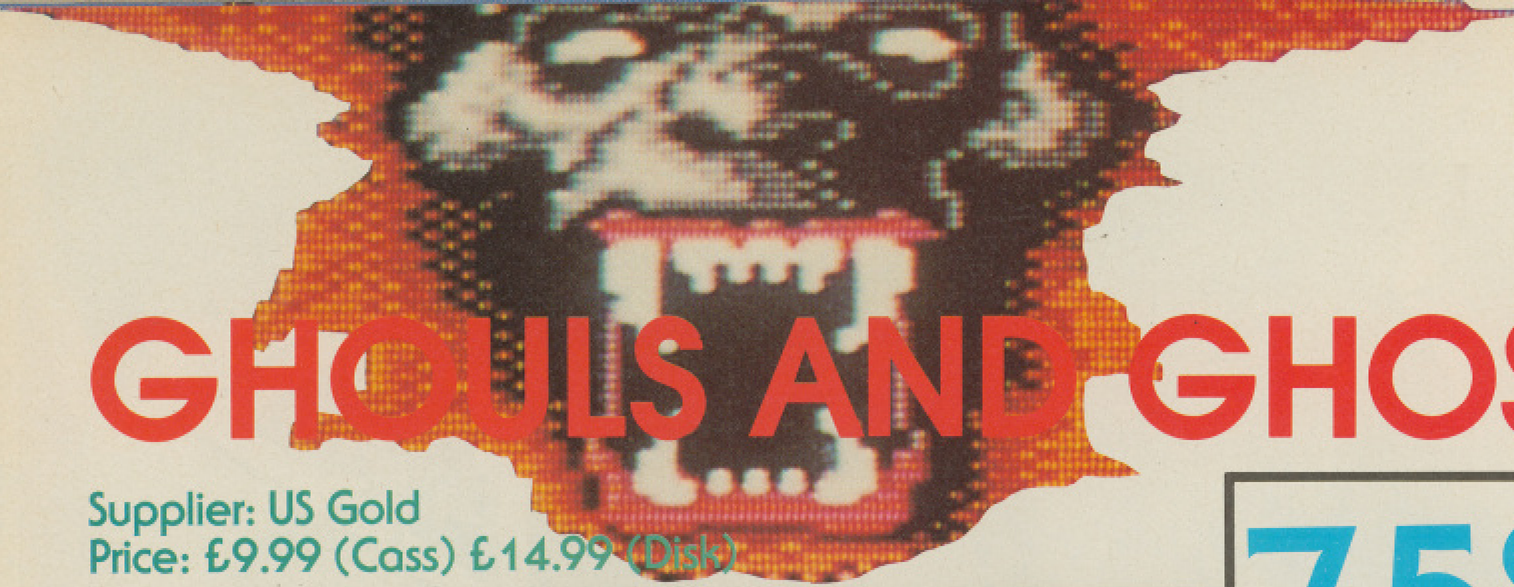


82%




CHAMBERS
OF
Shaolin
功夫


YC
C64
C128
POSTER No 3
GRANDSLAM
THALION
DJR



GHOULS AND GHOSTS

Supplier: US Gold
Price: £9.99 (Cass) £14.99 (Disk)

75%

The original "Ghosts and Goblins" featured our Knight in shining armour. He had a quest; to rescue his kidnapped lady from the clutches of evil. Well, guess what? Arthur the Knight is back. Guess what - he has to rescue the Princess Hus(?) from the clutches of evil. Ho hum. You'd have thought that Arthur would have found something different to do after three years.

Still, a Knight has to do what a Knight has to do. Arthur is kitted out (as before) in his suit of patent baddy-bashing armour. This disappears if he is hit. Arthur then has only his underpants for protection. He has a silver lance (oo-er!) with which he can slice the nasties into kebabs. As Arthur runs across the barren scenes of depravity and evil he encounters chests. Shooting these reveals either a secret weapon or a magician. The secret weapons range from knives to magical bombs. These can far more easily destroy the nasties then the lance.

The magicians are faceless men in vampire costumes. These are deadly to the touch, but cast a spell on you. This turns you into a duck for about five seconds. This can be useful if you need to avoid lots of nasties as you're far smaller. When you turn back into Arthur your armour is replenished.

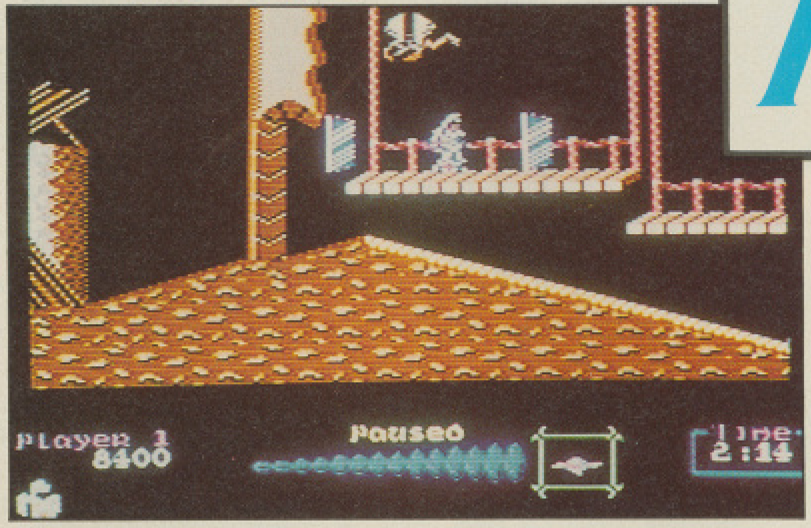
Life is not all plain sailing for Arthur. After all, there is the little matter of the nasties he has to despatch. These vary from The Grimreaper to flying Tasmanian Devils. All of them cause damage to Arthur. Other static hazards include collapsing floors, guillotines and skull throwing fires. At the end of each level Arthur encounters a huge Demonic monster. This is fierce and shoots fireballs at Arthur. Should Arthur stab him enough times with his weapon then he can progress to the next level.

The third level gives Arthur a change of task. He now stands on a floating platform. As it rises up a shaft he is beset by yet more nasties. Giant Knights crawl out of the walls to haunt him. Bats fly around and drop blobs onto him. Ghouls snap at him with giant pairs of scissors! This level makes a nice change from the horizontally scrolling other levels.

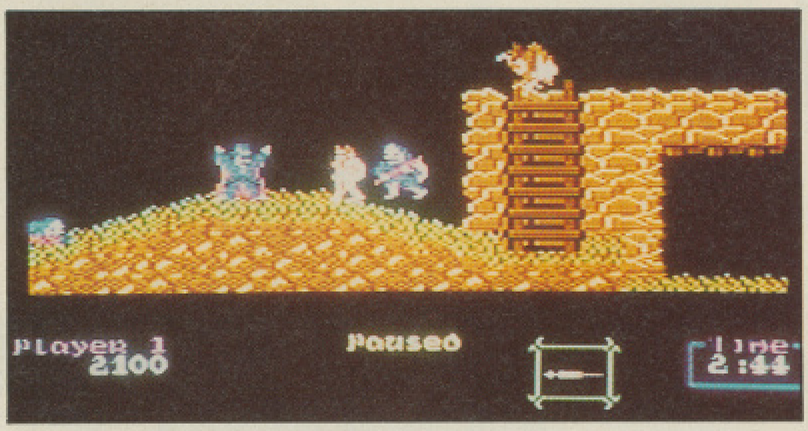
"Ghouls and Ghosts" is not a particularly brilliant game at all. Not much imagination has been put into the characters or the backgrounds. Arthur is as blocky as he was in the first game all that time ago. The monsters are not badly drawn but still aren't fantastic. It is quite difficult to shoot across the screen; Arthur tends to shoot up by mistake.

This aside, "Ghouls and Ghosts" is a playable game. It has good addictive qualities and is a nice shoot em up. The extra weapons are a fun if fairly ineffective addition to the game. The game has terrific music which partly makes up for its other shortcomings. My advice is to try before you buy.

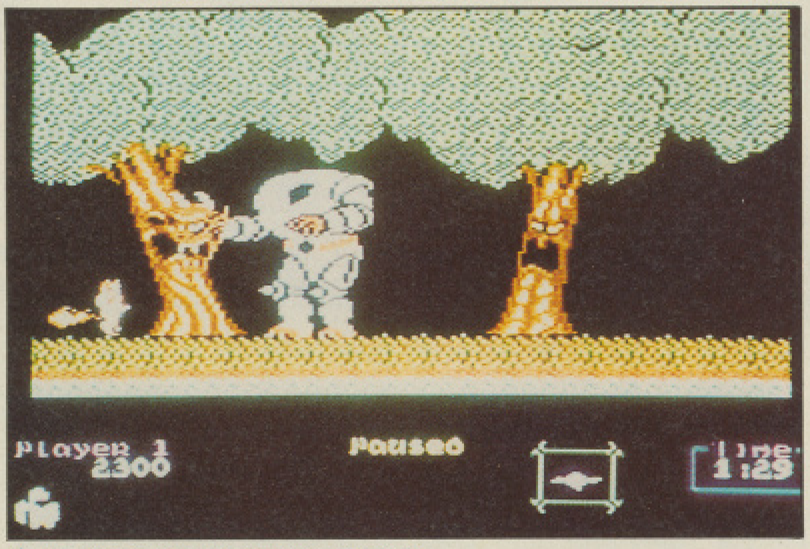
ACC



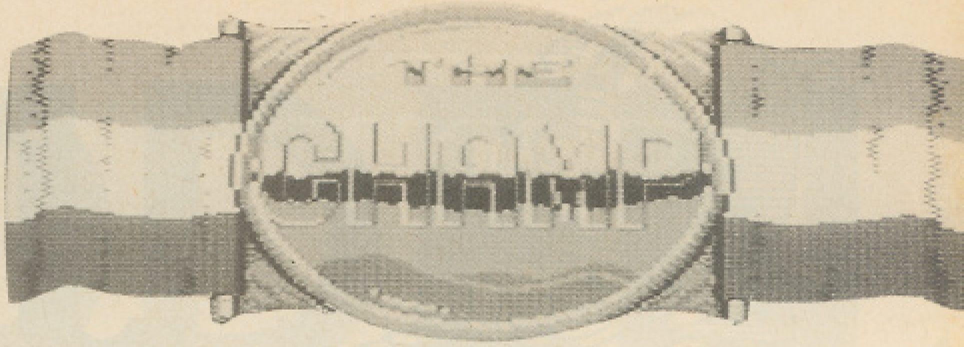
▲Run little metal man!



▲Hack, chop and hack again.



▲ It's times like this I wish I hadn't thrown away my tin opener!



THE CHAMP

Supplier: Linel Magic
Price: £9.99 (Cass) £14.99 (Disk)

If you've ever had the inclination to become world champ, then perhaps this game could be for you. Hopefully you'll make it if you don't hang yourself first. Yes, this is a frustrating game!

No one ever said that fighting your way up to the top would be easy. In fact to prove the point you have to start by brawling in the street. These fights are all very well organised though. There's still a bell and three minute rounds. The corners aren't strict though - you can end up at either side of the street.

As usual in this type of game, there are a variety of moves to knock the stuffing out of your opponents. You can jab, hook, body punch and uppercut. Also you can throw a "Killer Punch". This is a glorified uppercut which takes about a second a hot. It is also wildly inaccurate and fails to land about 90% of the time. However the computer boxer manages to land it on you about once in every three attempts. This is, to say the least, annoying. If more than one of these killer blows hits you then it's Knock Out time for you.

This seems to happen almost every game. You box away at the latest street boxer, using a variety of moves. He then turns around and clobbers smeg out of you with a couple of killers. KO time again! It is possible to beat the occasional fighter but then the next will take out his revenge.

Other moves include clinching (this makes the boxers kiss) and what's supposed to be dancing. On screen the boxers appear to be about to lose their breakfasts. They retch backwards and forwards from the waist. Fortunately the nausea seems to pass when you release the control.

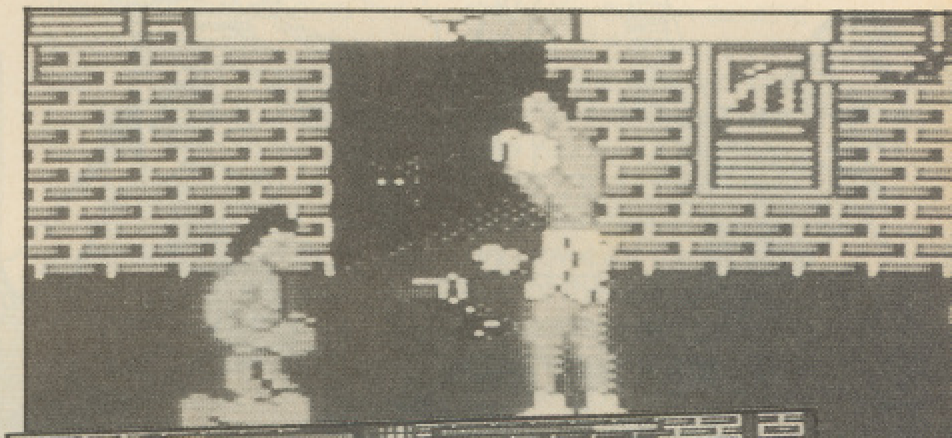
The graphics on this section are reasonable but not excellent. Rubbish litters the street and the alleys are well drawn. The boxers are very chunky indeed, they look as if they're built from sticklebricks. They move fairly well without flickering. Blows are greeted with a solid thud and the bell rings convincingly. There's no music though.

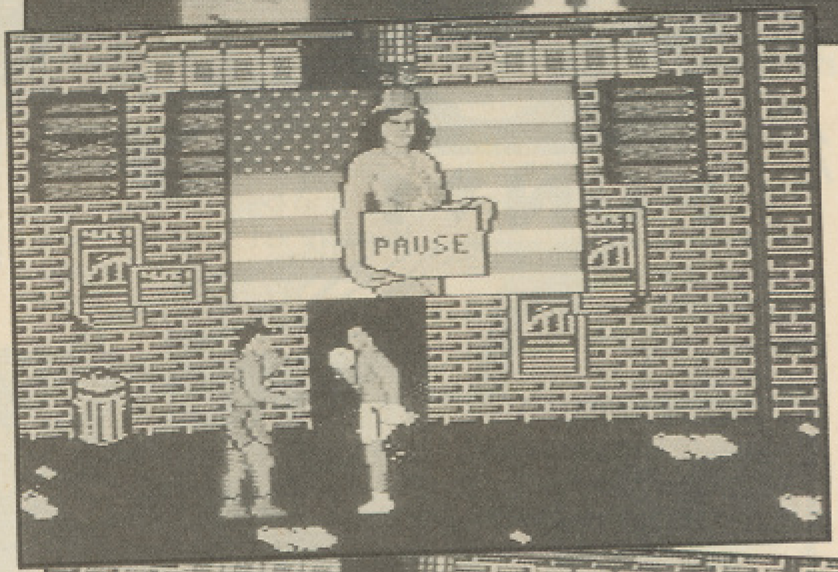
If you're diligent (and extremely patient) you might get discovered by a professional coach. He'll see that you get to fight in the ring. However, in between the street and the ring is the gym phase. This is an optional training phase which is a little repetitive but makes a pleasant change. Once in the ring the boxers start to get really tough. Fight on through and after a lot of suffering and pain you may get a shot at becoming the champ.

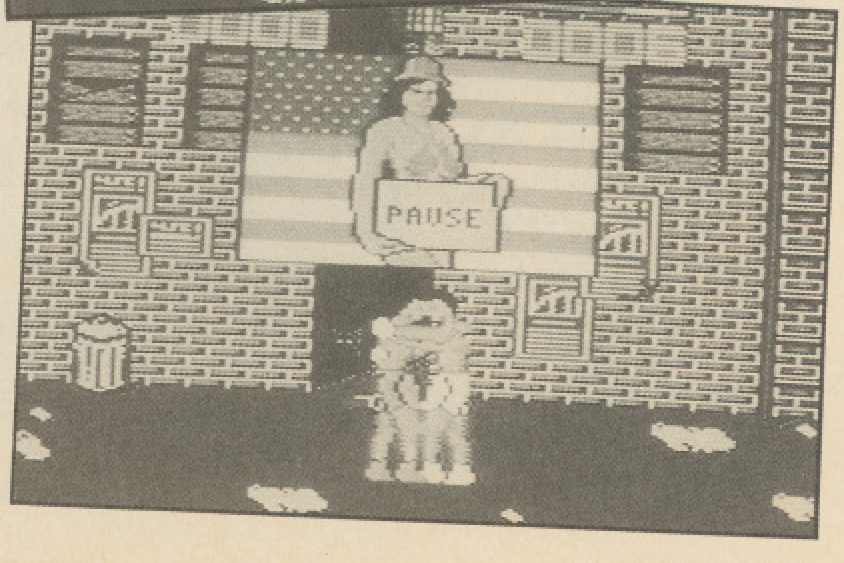
"The Champ" has the potential to be a really great game. However it is let down by being completely frustrating. The computer boxer often pulls out a couple of deadly shots and your work is wasted. There is a two player mode which is a fun addition. This is a great game if you like boxing and enjoy a long term challenge.

ACC

69%







JOHN FOO

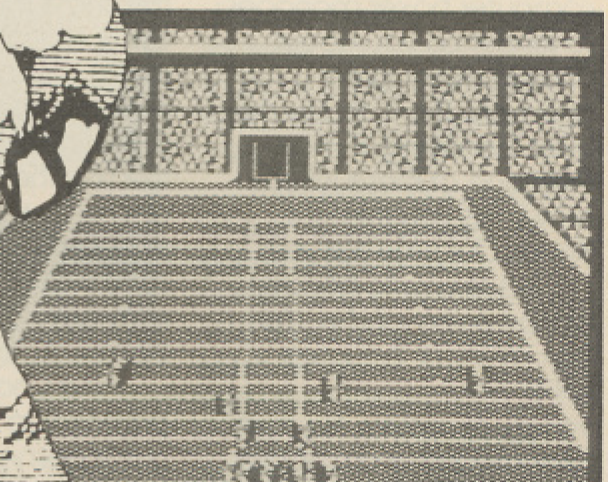


Supplier: Electronic Arts
Price: £14.99 (Disk)

For the uninitiated, John Madden is a fat blonde American with an inane grin who is a reknowned football coach. It is he who has lent his name (and image) to this Electronic Arts strategy simulation.

This is the best ever attempt at bringing the rough tough world of Linebackers, Quarterbacks and Refrigerators to the home computer. It relies totally on your making the right decisions instead of arcade skills. This works perfectly, and as a result the game is very complicated.

For those of you who have never switched on Channel 4 on a Sunday evening, American Football is a little like a cross between Rugby and Rollerball. Two teams of

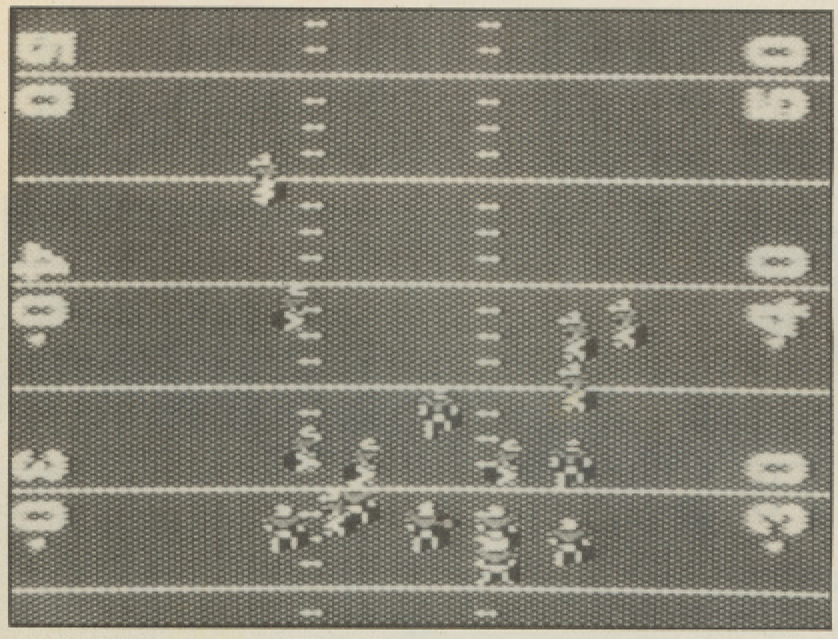


▲ **"Who's the block in the black?"**

N MADDEN

TBALL

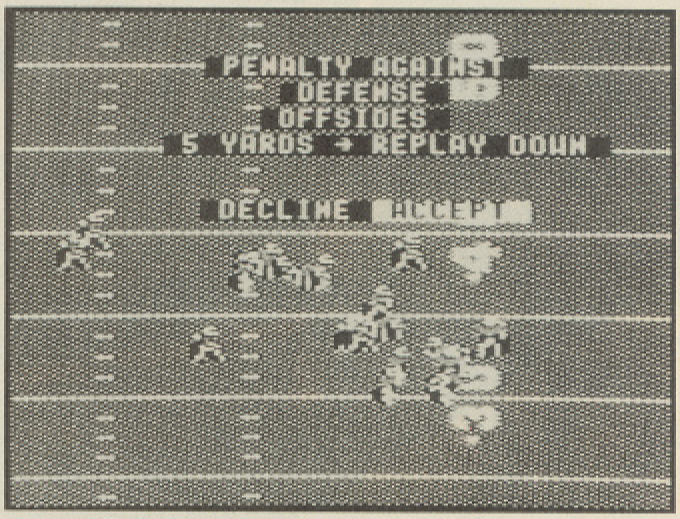
fifteen huge men try to throw, catch and carry a small leather ball into the "endzone". Should they be successful then a "Touchdown" is the result.



▲ **Football's a game for big butch men named after kitchen appliances.**

This scores six points. The kicker then has a chance to score the extra point by booting the ball over the goalposts. (Niall Quinn would be good at it then - Ed). The game is very much a physical contact sport. The teams are all kitted out in pads and helmets to avoid injury.

This sounds quite simple, but the game is also very subtle too. There are many different variations on the basic pass or running plays. These are all named, including "shotgun", "pocket" and "reverse". Each play is intended to catch out the opposition and run the ball into the endzone. As well as a touchdown you can elect to kick a field goal.

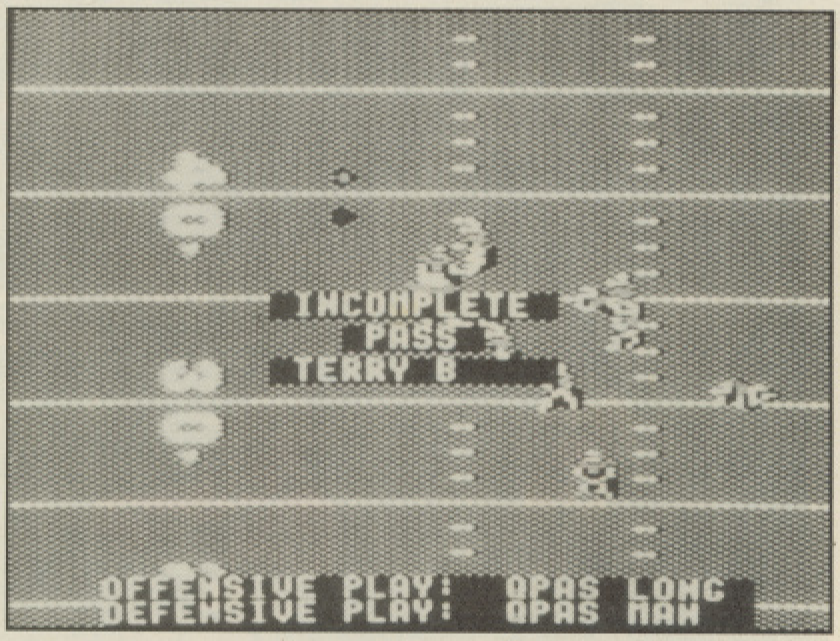


Accept it, it's the only thing you'll get? ▲

This scores three points but is better than losing the ball.

You have four attempts to carry the ball ten yards. This is known as a first down. Fail this and the possession turns over to the other team. This also happens if the ball is dropped or a pass is intercepted by an opposing player.

John Madden Football is a superb game. It has captured all of the subtle complexities of what is a very complicated and involved sport. For those of you who like an arcade type game as well as a strategy you can assume control of the players on screen. The graphics are fairly well defined but a little blocky. This means that it is sometimes very difficult to see what's going on. However the same is true of the real sport so it's excuseable of the computer version.



Oh no, his balls are dropped. ▲

The packaging is very extravagant. There is a handbook, two pamphlets which individually detail offensive and defensive plays and a "season ticket". This is a revolving card disk which contains codes to access the program and discourage piracy. The books are well written and concise with clear instructions and step by step guides to play.

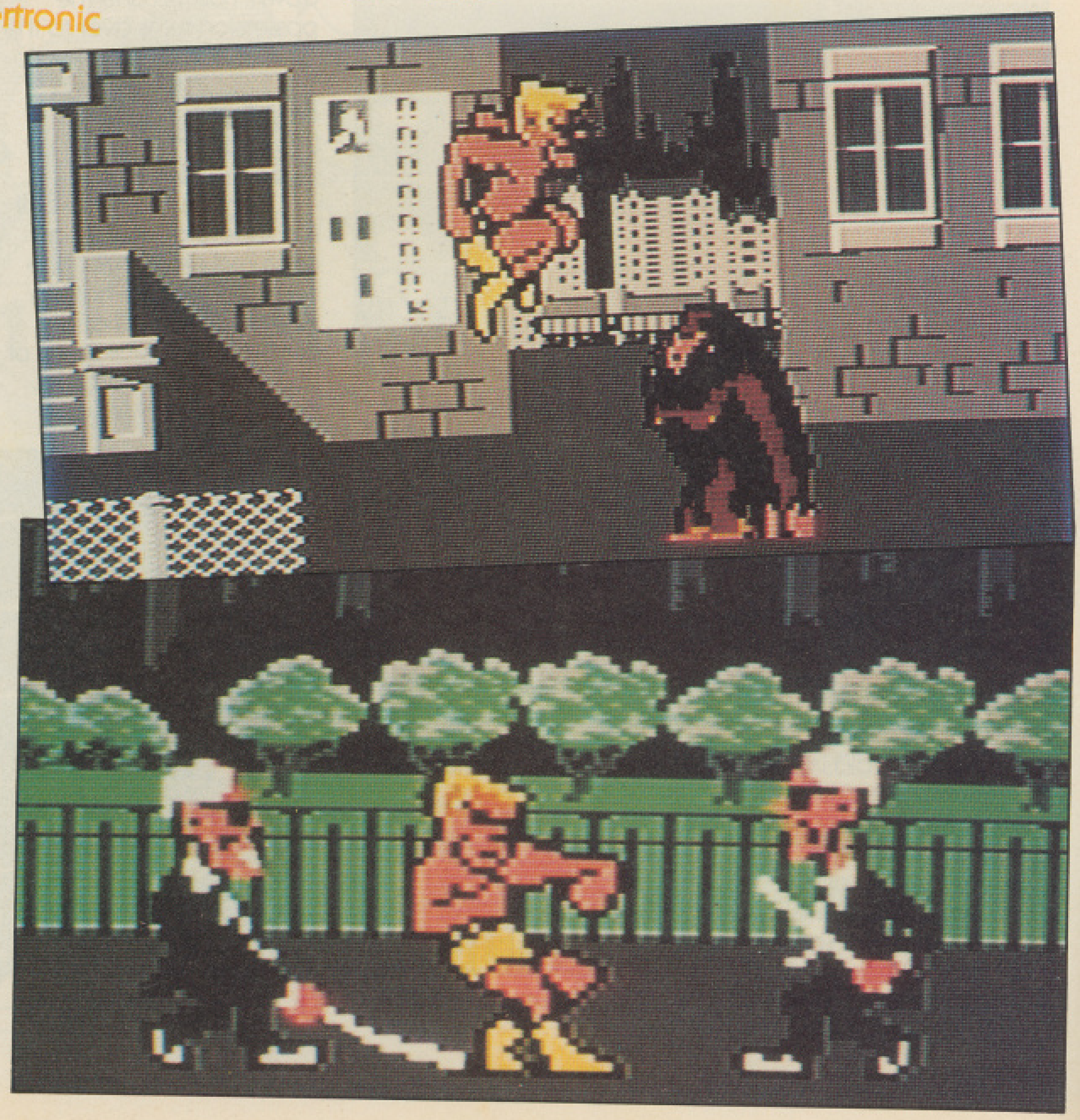
This is not a game where you can sit down and enjoy it instantly. You have to understand the sport first. Then you have to understand the program. It works extremely well once you suss out the way it is structured. Then you'll be absolutely hooked. You won't be able to drag yourself away from the screen until you've won a few key plays. Sure to be a hit with fans of the sport.

ACC

bargain bucket

STREET HASSLE

Supplier: Virgin Mastertronic
Price: £2.99



Street Hassle is an ancient game and one that passed by many of us without much notice. It now appears again at a budget price and blows its second-hand trumpet a lot louder this time.

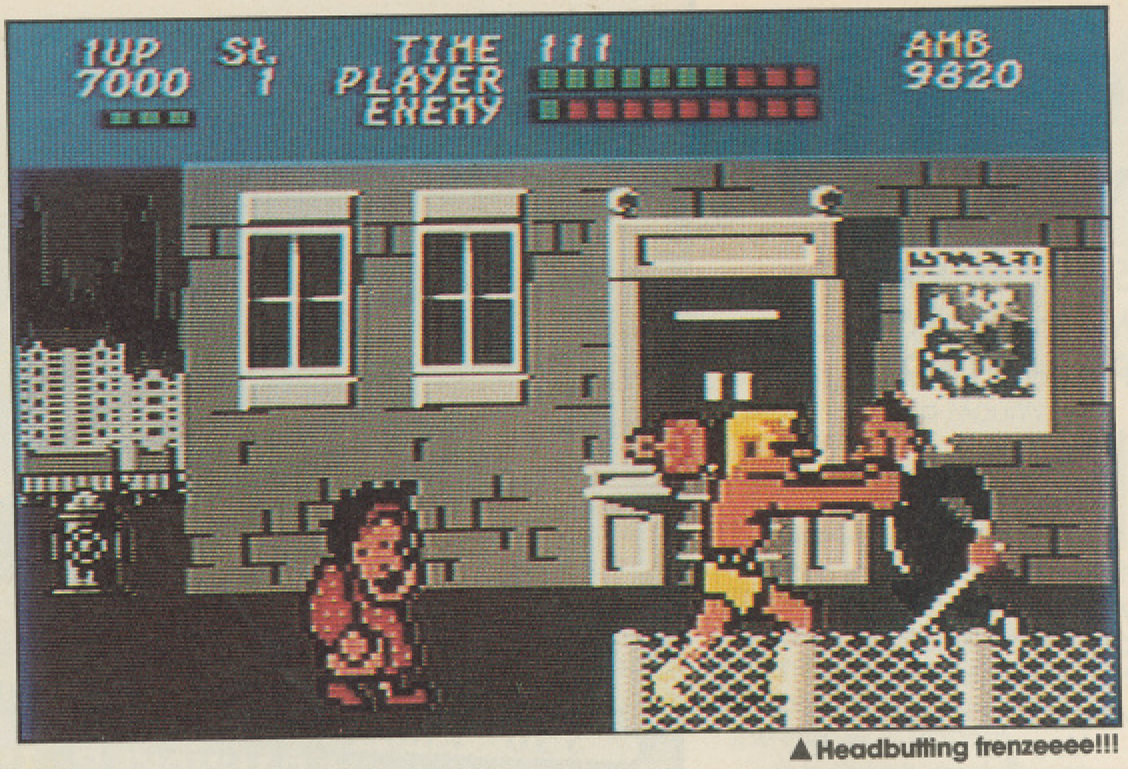
Considering its name I doubt that it comes as much of a surprise that it is a beat-em-up. You are a half-screen high sprite wearing but a golden thong to save you from embarrassment. Your moves are legendary and your hair is the right colour of blonde to make Jason fans go gooey.

The 'Hassle' part of the title comes from the fact that you are often attacked by people and animals. Dogs, gorillas, and what looks like old grannies all rain blows upon your poor body, and

you, alas, must do the same to them (my favourite is the violent headbutting technique).

A strange game. Street Hassle has many faults, glitches, and only three levels, but at its new found price it could be described as worthwhile.
RH

79%



▲ **Headbutting frenzeeee!!!**

NEUTRALIZOR



Shoot, fly, fly, shoot, murder, ▲ mayhem!

82%

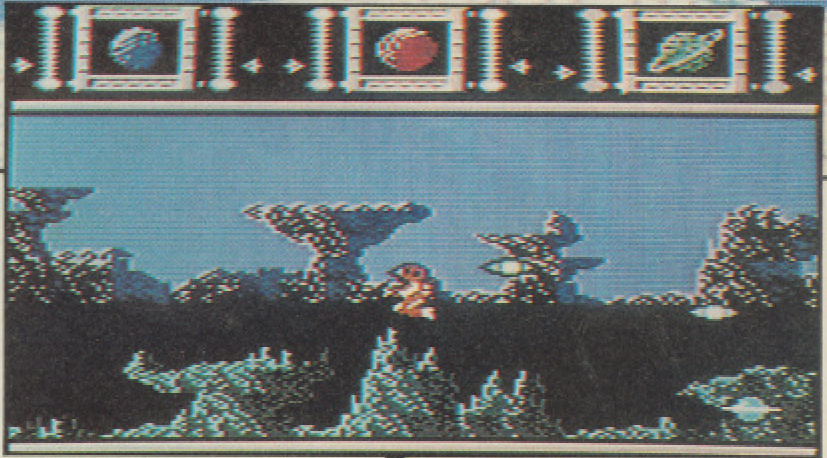
Supplier:
E+J Software
Price: £2.99

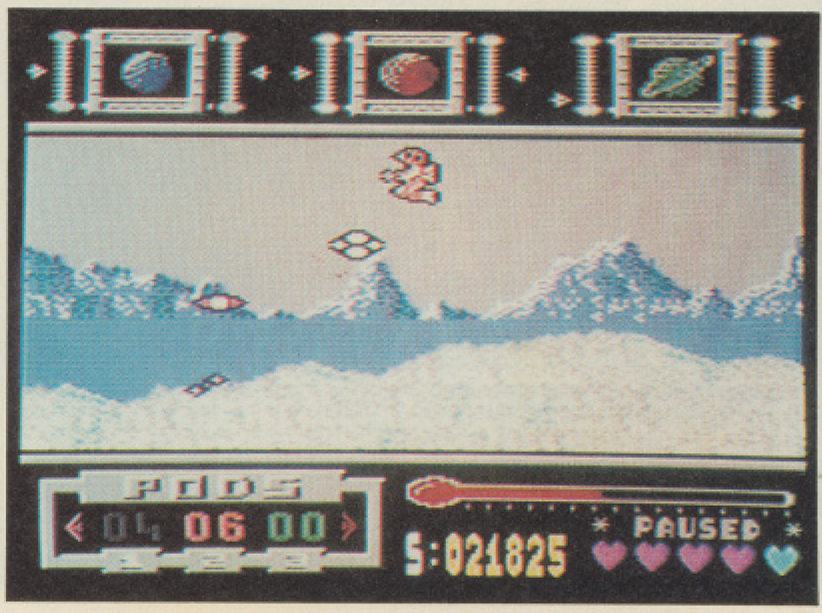
Another game that makes no pretence - it aims for the budget market and caters suitably - is Neutralizor. A game by E+J Software, best known for its serious sport simulations.

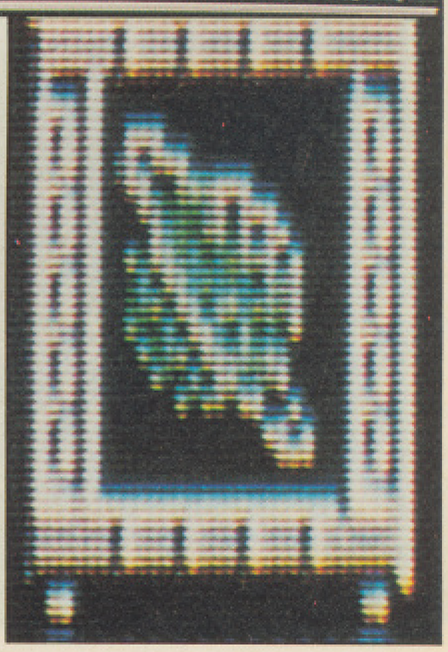
It is best suited for the budget market as it is very limited, but fun. It is a shoot-em-up without an awful lot of thought. A sort of cross between Defender and Uridium (without being much like either of them).

You scroll from one side to another collecting radiation pods and blasting their guardians, and then it's onto the next planet. There are three planets and that's about all.

The graphics are reasonable, that sound is acceptable, and the gameplay is simple. What more do you want?
RH







SAILING

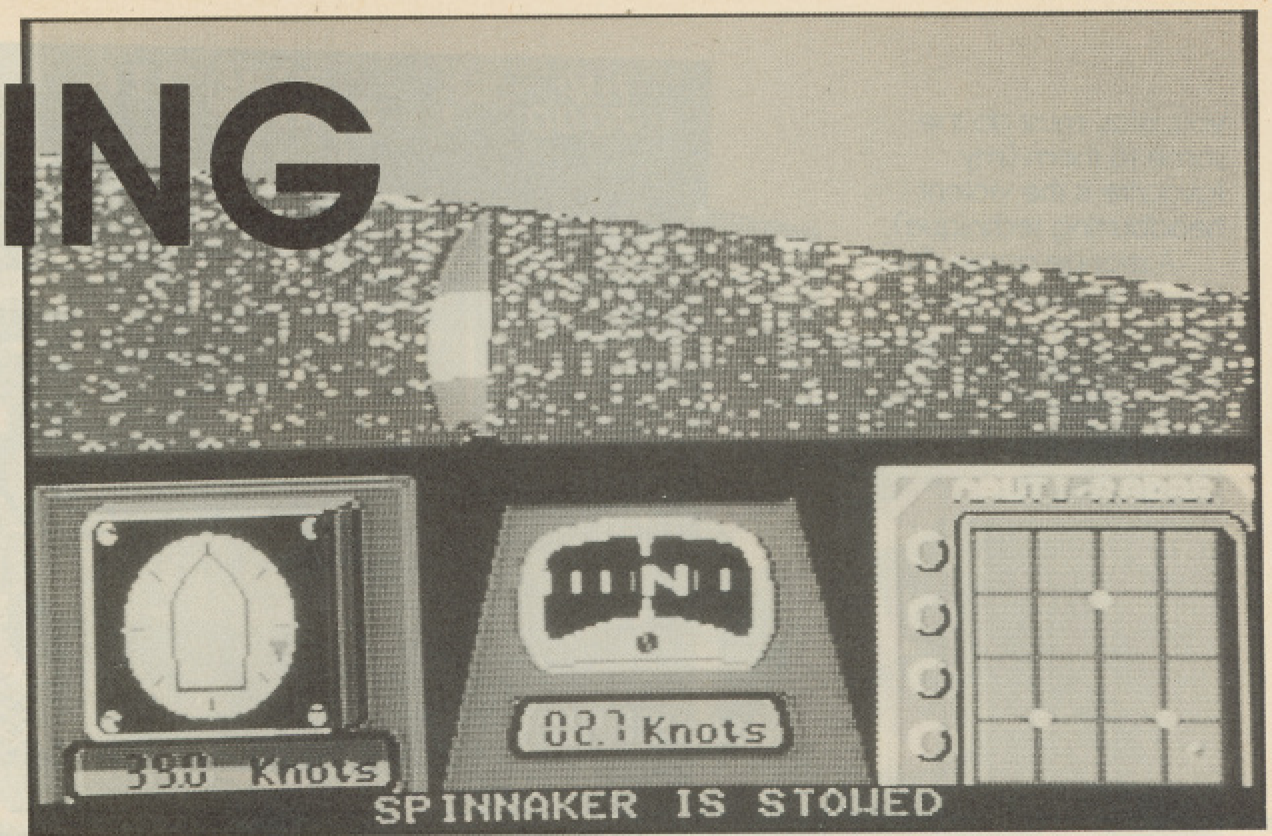
Supplier: Virgin Mastertronic
Price: £1.99

I can't really decide whether I liked this game or not, and I think this is a problem that most will find. I don't love it, I don't hate it, in fact I'm rather numb about the whole caboodal.

You get a chance to build yourself a yacht and race against many other countries in a not too accurate simulation of the salt-water sport of yachting.

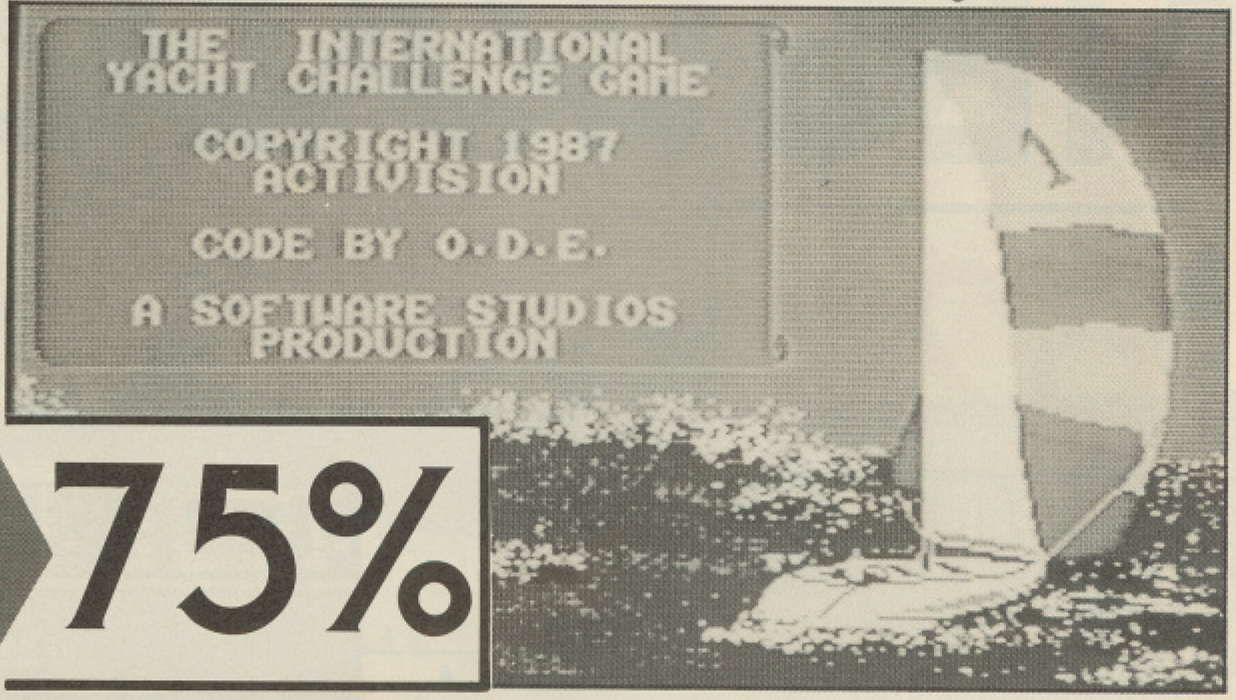
The boat creation part is very good and the decisions you make here do have effect in the race. The race is a doddle to handle as all you have to do is steer and raise and lower your spinnaker (Master Jones, go to the corner for sniggering).

Everything about this game is neither outstanding nor rotten. A bit like Rod Stewart's voice really, it is pleasant whilst grating at the same time. Weird.
RH



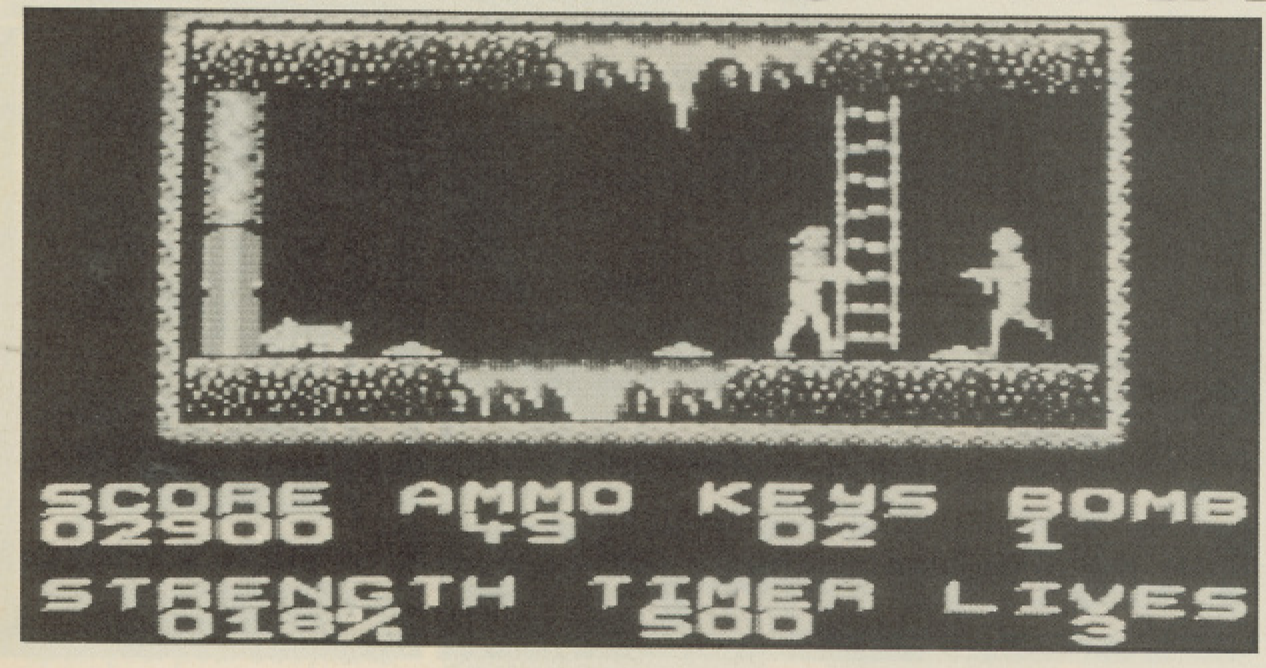
▲ Waves crashing, boat smashing!

Good old Rod. Bless his cotton socks.▼



75%

MOVING TARGET



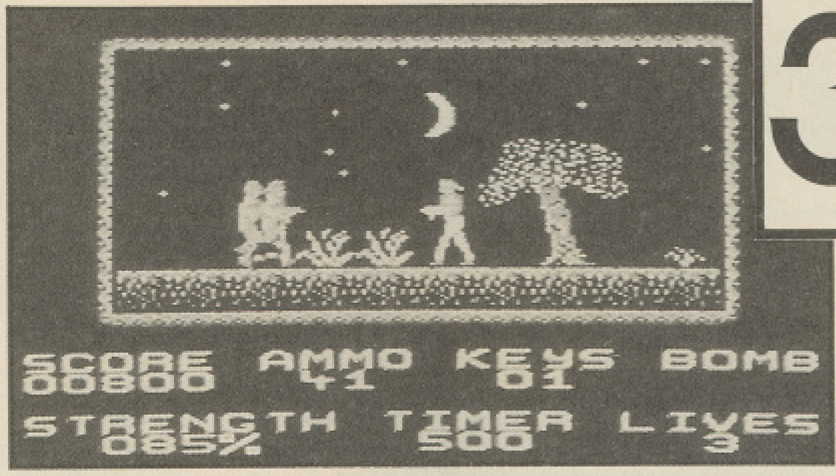
Supplier: Players
Price: £2.99

The evil drugs duke of Columbia must die, and you are the man (?) to kill him. This is only if you can stay awake long enough to bother.

Moving Target is another budget game that has been rattled out with no other intention but to make a fast buck. It is so bad that it could make milk curdle.

The gameplay owes

much to the horizontal arcade adventures of the past, and this goes some way to prove why it is so bad now. The graphics, sound and play are very substandard and although I did try my hardest to get somewhere, I was always left with the same taste in my mouth. The taste of boredom and disappointment.



34%

Poor, and not worthy at any price. One thing though, it's a hell of a lot better than Pro Mountain Bike Simulator.
RH

SHARK

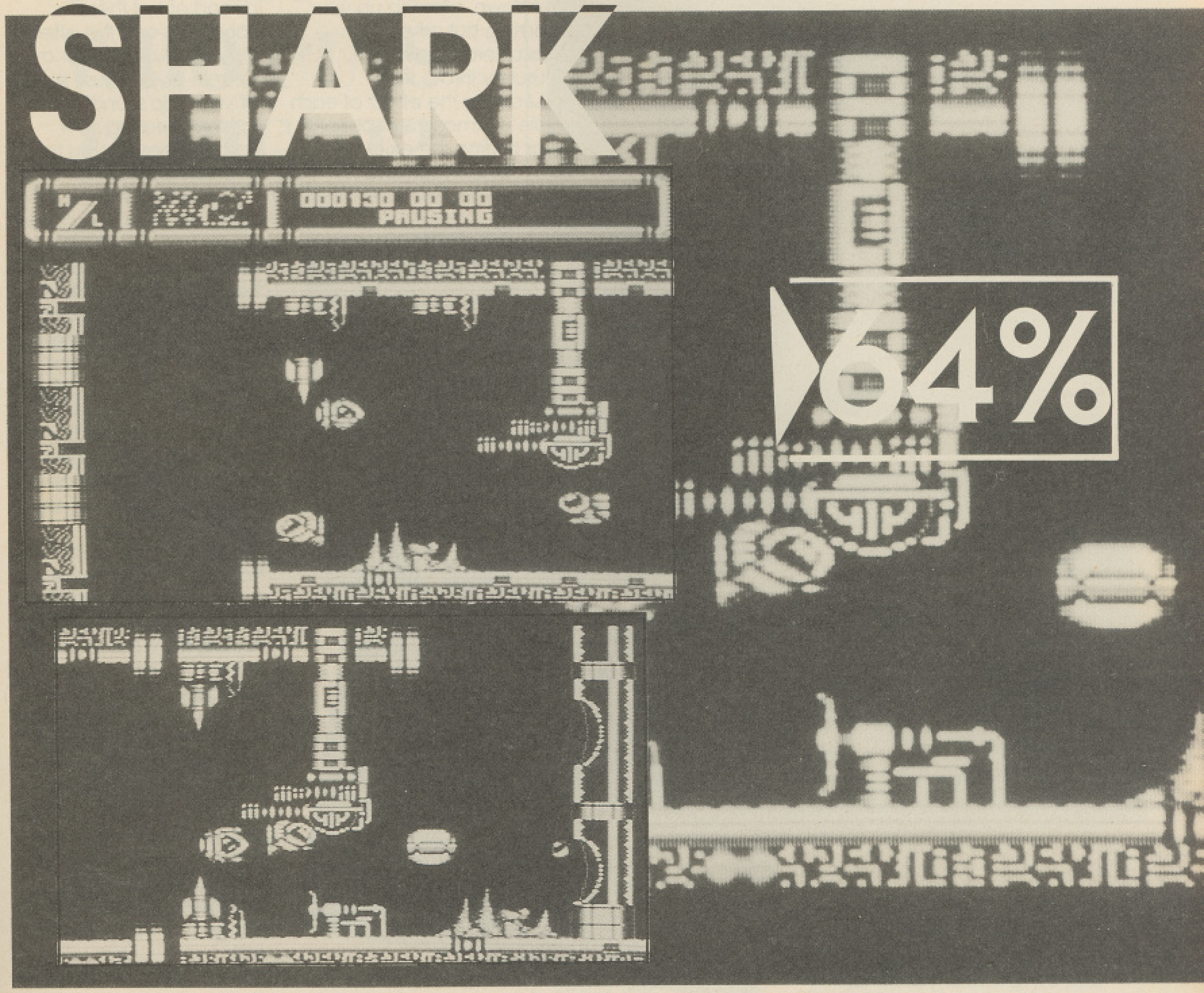
Supplier: Players
Price: £2.99

Funnily enough, this game is not based upon a large aquatic terror as the title suggests. Instead it is an underwater arcade adventure in the tradition of Cybernoid (in fact, there is very little relevance with the title at all).

The undersea mining complex Atlantic Five has been overrun, possibly by the Snake brothers (that makes sense?), and you, in your little bubble of a craft, must investigate. And this is the "Ultimate underwater combat experience" after all.

The similarities with Cybernoid (so many that I have to mention it twice) are not to be overlooked, and only if you enjoyed the original will you find this in any way rewarding. Admittedly though, the graphics are better, and the game is smooth.

It is cheap, and it's not my cup of tea, more a cup of salt water. Somebody will enjoy it.
RH



64%

SNARE

Price: £9.99 Tape, £12.99 Disk
Supplier: Thalamus

78%

The Snare is a rich man's game turned into a poor man's nightmare. The rich man is long gone but his legacy remains. Few would enter this deadly maze if it were not for the fabled treasures it contains. So popular has this deadly game become that half the world watches from the safety of its home as the contestants pit reflex and wit against the Snare.

Your time has come at last. You enter the maze in a highly mobile hovercraft. The only armaments being a small cannon, the ability to leave a trail behind you and, most importantly, your wit. At first the maze confounds the mind as each ninety degree turn of your craft rotates not you but the maze. This means that no matter how you twist and turn you always travel up the screen. The first few minutes spent in the maze result in many a crash until your brain adjusts to this novel method of rotation.

Threading your way through the walls and pits of the Snare is complicated by the patterned tiles which lie scattered on the floor. Some rotate your craft involuntary, other slow it down, messing up your timing but others accelerate your craft, usually into a wall. Learning the effect of each tile is almost as important as finding the exit.

When you have mastered the art of wall avoidance you must face the challence of the robots. These mechanical fiends patrol the maze with deadly intent. Your cannon can account for the early droids but in later levels they become indestructible. Your only hope of avoiding these creatures is to wall them off with your impenetratable trail.

The third major hazard to your health are the pits and chasms. To clear these you need a good run-up and good timing to use the jump capabilities of your craft.

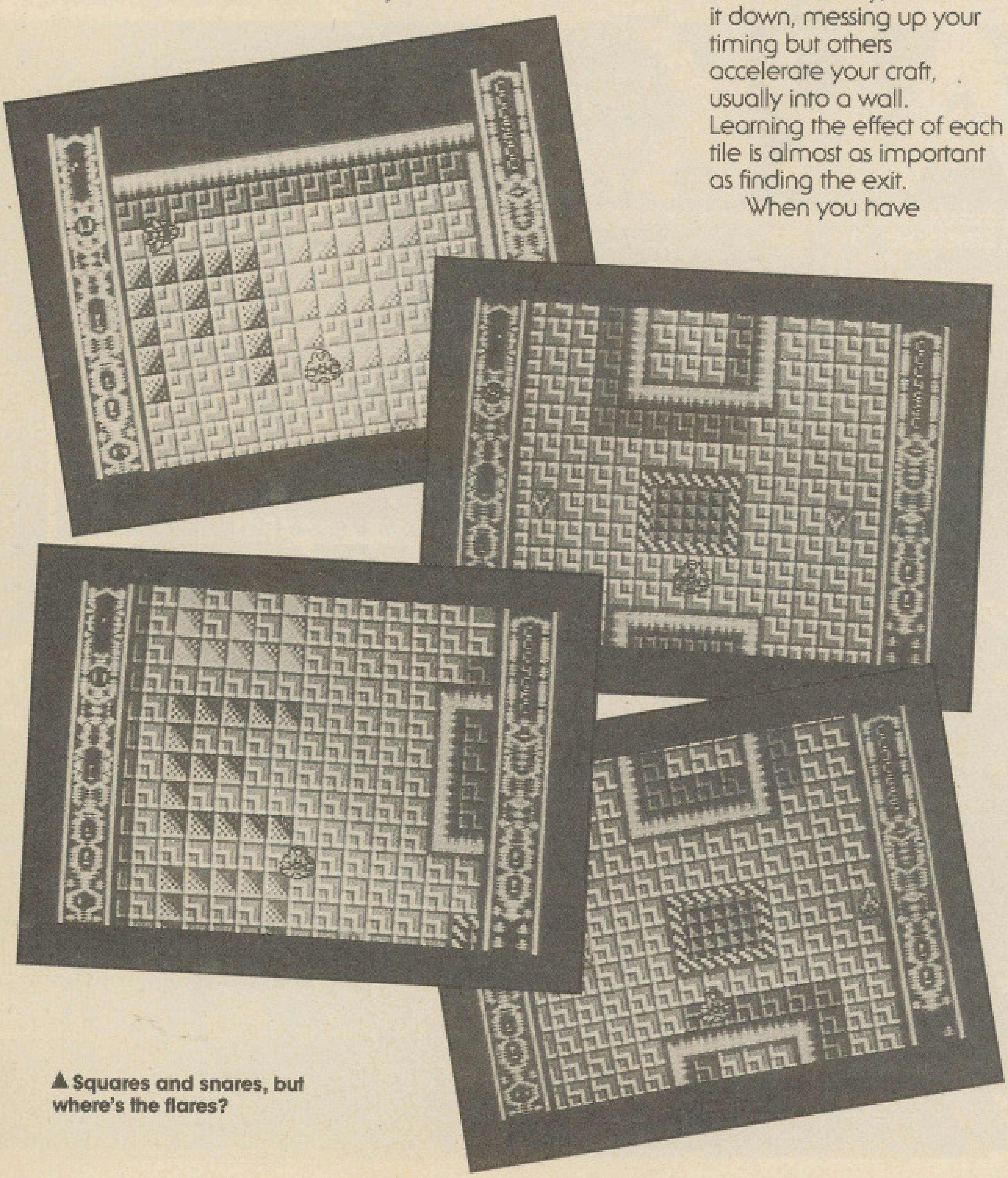
Each level has its own hazards and internal conditions. before entering each maze you are given a read out of these conditions and the effects they have upon your craft. Certain levels cause some of your ship's functions to fail thus creating new complexities for you to overcome.

To aid your quest for fame and fortune a bonus ship is awarded every twenty thousand points. To help you accumulate this veritable fortune in bonus points bonuses can be collected from air vents which sporadically appear in the maze. Caution should be exercised when harvesting bonus points as the air vents do not always blow favourably for your craft.

Although mastering the variations of the maze is far from ease (even after your brain has ceased reeling from the unusual method of movement) it is strangely addictive.

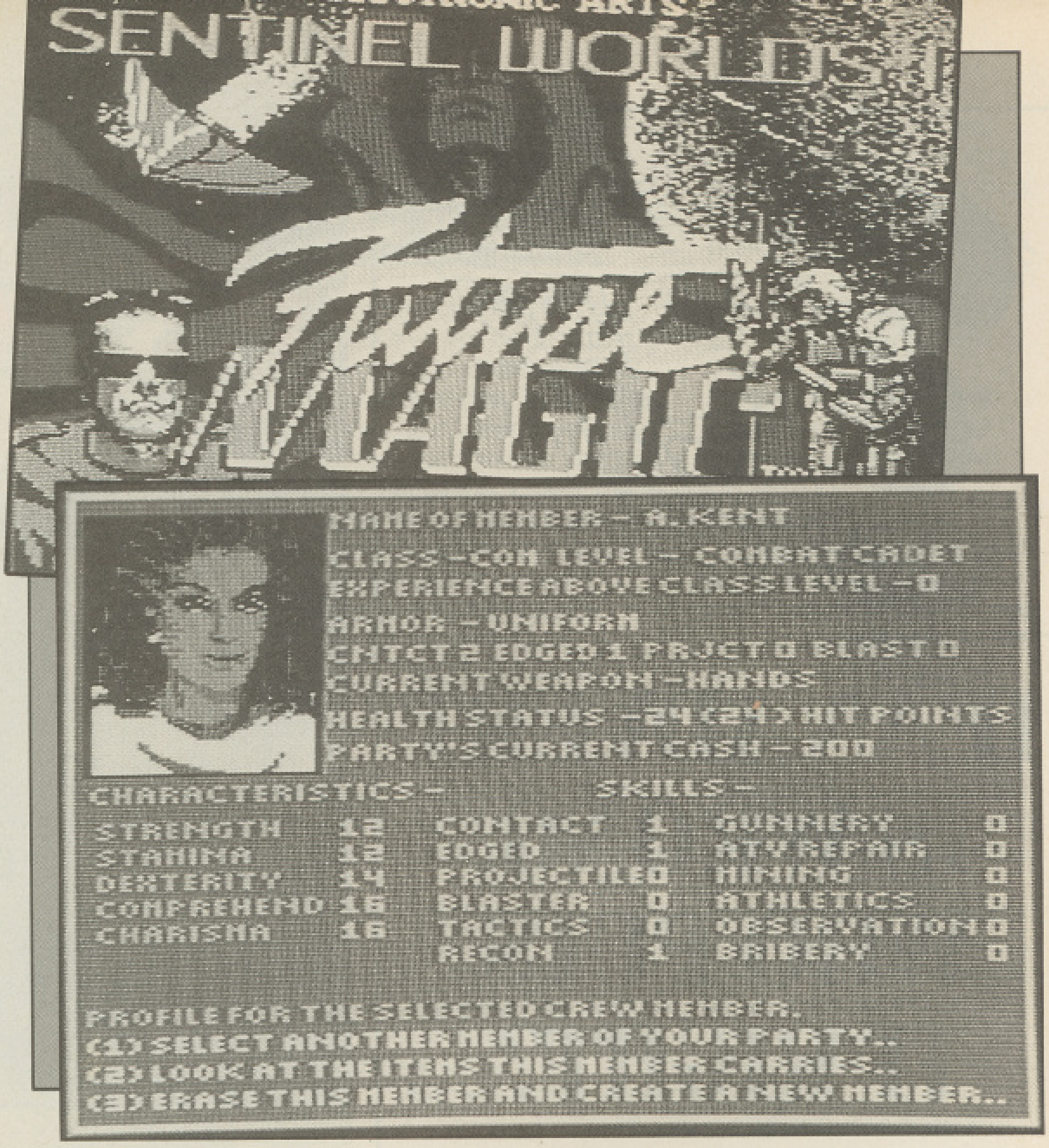
The allure of this game lies not in the average graphics or the burp of your cannons but in the challenge it presents. Your ship responds well to your commands allowing those with quick reflexes to handle even the most stringent of the maze's tests.

AP



▲ **Squares and snares, but where's the flares?**

Supplier: Electronic Arts
Price: £14.99 Disk



Welcome to the Federation, this is an unparalleled chance to explore strange worlds, meet interesting aliens and get your head blown off.

As a new recruit you not only have to combat the hidden menace of the raiders but face the despair of budget cuts. This does not mean the scenery will wobble or the aliens will wear diving suits but something far more insidious. Thrown into deep space by the Federation you are left to your own devices armed only with a combat jacket, blaster and a twin laser compouter guided interceptor combat ship.

Together with your four other crew members (all five crew members can be created individually or you

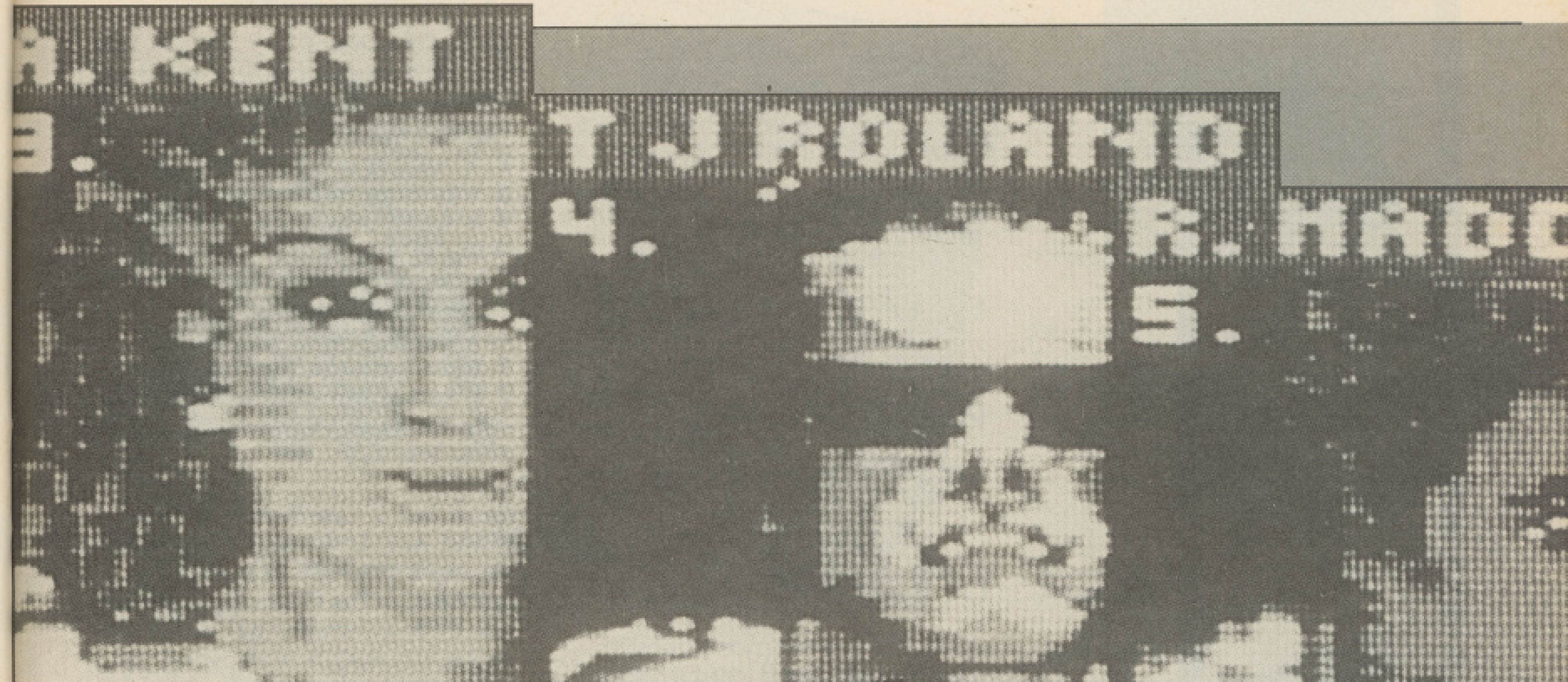
SENTINEL WORLDS 1

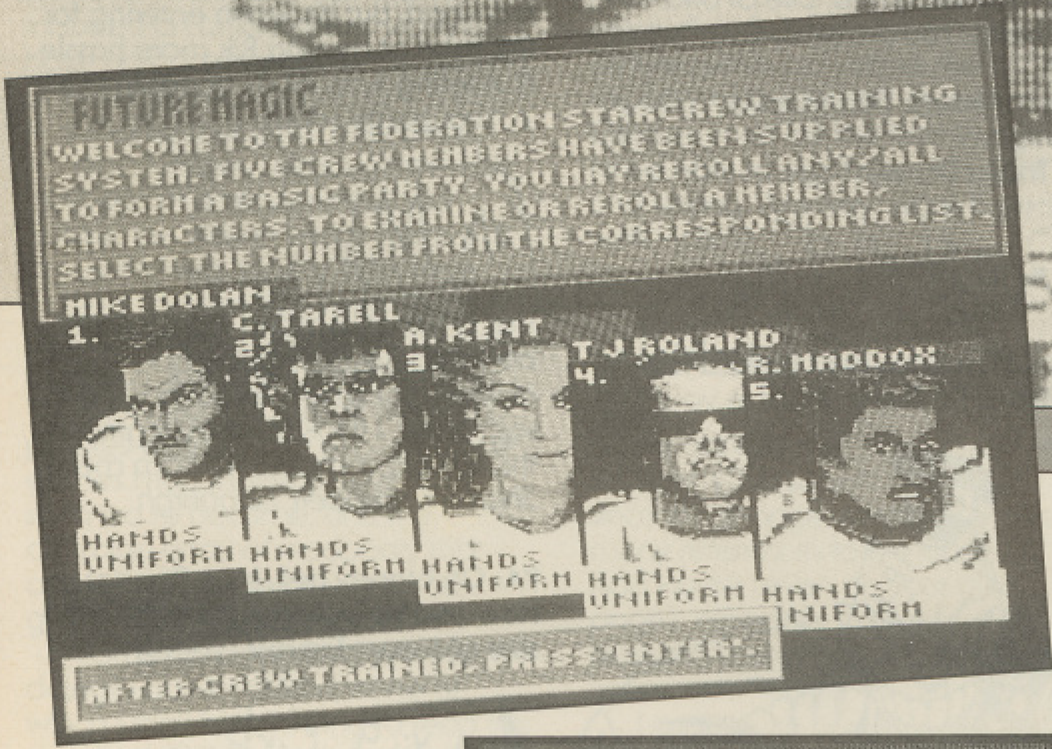
can use the five provided) you must learn the identity of the mysterious raiders and counter the threat. To do this you will place your life in peril many times as you seek out new encounters and knowledge. Tuning into the Federation frequency allows you to pick up information on recent hostile actions and if you are lucky you can arrive in time to blast a few aliens.

The journey starts on boad your craft amidst a battle between the raiders and fleet of transporters. Using your eight directional movements you guide your craft to the action. Here you can lock onto a vessel to either communicate or attack. If activated your lasers fire automatically at the nearest enemy. To prevent a raider from escaping your wrath you can utilise the ship computer and instruct it to shadow the enemy vessel. Many of the computer functions can be improved if your crew have the nerve and skill to rewrite the programs, but beware, the unskilled can decrease the efficiency of the computer as easily as enhancing it.

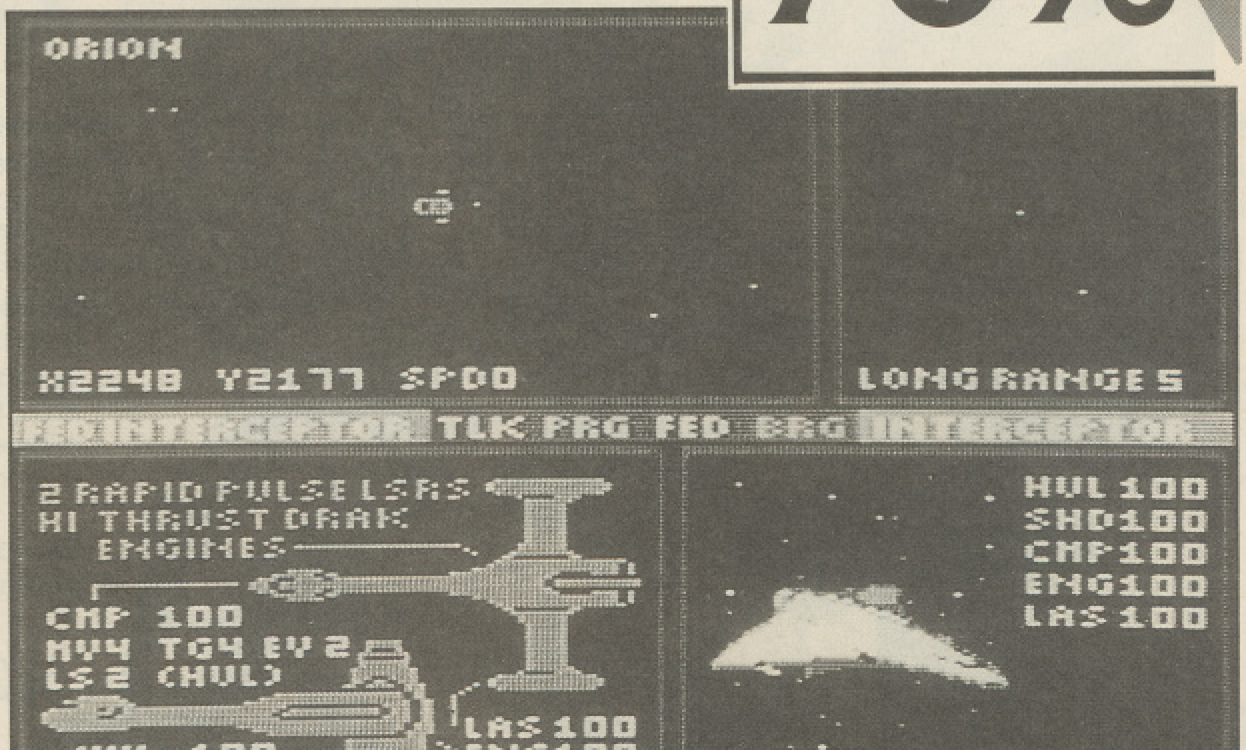
After trading blows with the enemy and receiving a few credits for your trouble you can begin the search for information. There are two main ways of gathering information about the raiders. The most dangerous method is to cripple and board a hostile vessel, not recommended for weaker beginning parties, or you can visit the many worlds for a quick chat. When landing on a world you switch from the spaceship to an all terrain vehicle. With this vehicle you can explore the subtleties of land borne life. If any of the life gets a little restless you can always blast it from the safety of your ATV. Exploring towns is a great way to pick up information but for those that prefer a face to face confrontation there are always the battle suits.

When suited-up a crew





70%



member can tackle the alien menace with their own two hands (it is an all human crew). The suit computer provides the graphics needed to navigate the landscape as well as providing information on aliens encountered and the suit status.

It is refreshing to encounter a role-playing game that does not rely upon brawn and a keen blade. The interstellar quest for knowledge is fun but the control and graphics of your ship in flight and combat leave much to be desired.

AP

POST APOCALYPSE

He's def, he's rad, he's absolutely MENTAL. Put your hands together, or he'll blow them off, for the second-most scandalous freelancer in the world (second to Duncan Evans) **POST APOCALYPSE**. Er... Where have you all gone?

Ooo, Whiffy

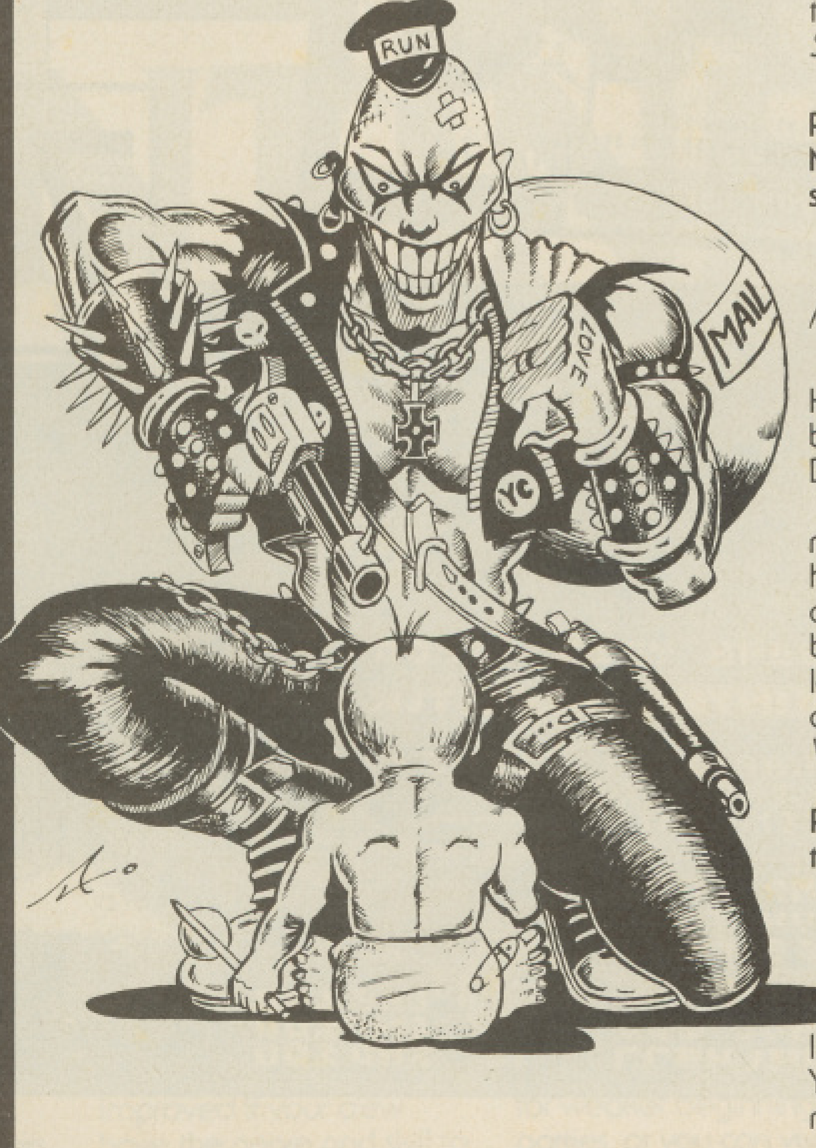
I think you are the most offensive, most bad mouthed, pile of offal in the world. You probably even smell bad!
Daren Whitely, Basingstoke.

PA: Thanx Daren!

Question Time

I think YC is cool, but I have a few questions I'd like to thrust in your genital direction:
1. Is YC a new name for the old (and excessively boring) Your Commodore?
2. Who does your artwork?
3. Who is the Purple Fishlord really?
4. Is Pro Mountain Bike Simulator really THAT bad?
5. How many entries do you get for each competition (is it worth entering)?
6. What is your favourite game?
7. Is Hackatak ever going to print a map for Super Wonderboy?
Peter Mills, Coventry

PA: 1. Yes. 2. Lee Brimmicombe-Wood, Alan Lathwell, and now Rik Henderson himself all contribute scribbles. 3. The Purple Fishlord (are you thick or something?). 4. Yep (or so Rik tells me). 5. Well over a thousand, but it's worth entering for the sake of causing Rik more hassle. 6. Anyfing with loads of death in it. 7. Yep, pretty soon!



Fan Male

Has anybody noticed the similarities between Rik Henderson and Morrisey (of Smiths fame, and now a solo artist). I think Morrisey is great so this is a big compliment from me.
Sharon Campbell, Edinburgh

PA: Oh bloody hell, it's a Rikette! Now you've blown it, his head's the size of Mount Everest already.

Annoying Fart

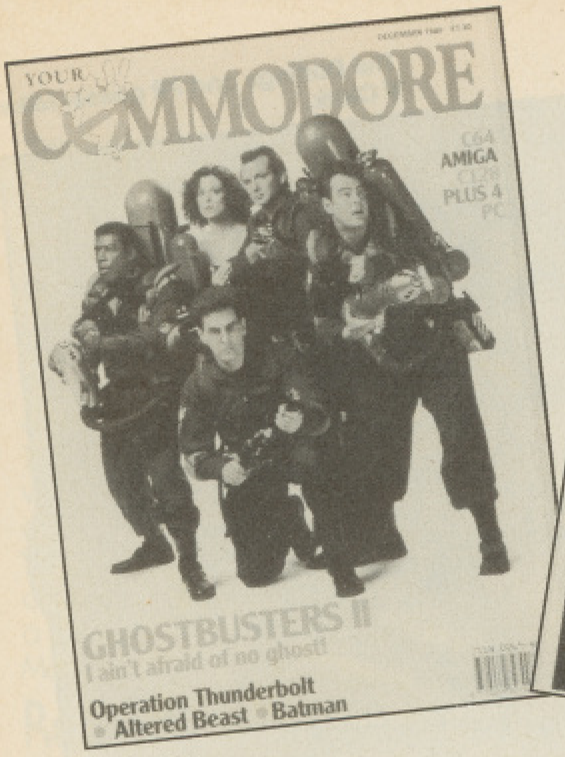
Has Jim Bluck ever played a game before? His review of Double Dragon II was well out of order.

He freely admits that he has never played Double Dragon and he gives a great game, in my view, a complete slating! If he cannot be bothered to play the game beyond level two then he shouldn't be allowed to review it. I think...
William Polson, Bradford

PA: Sorry, but I couldn't be bothered to read the rest of your rubbish!

Stitch That Jimmy

I notice that in the February issue of Your Commodore (sorry, YC!), a magazine that I have been buying



▲ Boring



▲ MENTAL!!!

PA: Acid House, pah! Nope I'm a Death, Death, Death and the Deaths fan me. Rik mentions that he's more into the club scene (Neneh Cherry, De La Soul, Lil Louis), as well as any old black country blues (John Lee Hooker, Muddy Walters, Howling Wolf). Ash is into The Mekons and U2. And Adrian likes anything with Sheep in it.

Dat's about it yet again, doesn't time fly when you're abusing someone. A thought for the month? Never cross an alligator with a tree with dutch elm disease. Its bite would be as bad as its bark!

for three years now, that you have included an article about violence. I have no qualms against the printing of such material as long as it is done in a matter that is not offensive.

Unfortunately, although the text itself was of a very professional nature, the way in which it was presented was in very poor taste indeed. The title 'Die Alien Scum' was completely unnecessary, and in my mind was only used for the 'Shock' effect that it may have. The pictures were far too explicit for the games mag that you have now seemed to become, and the alarming array of weaponry that adorn each page only helps to glamourise the subject matter.

Come on boys, what are you doing? I have children, none of which I shall be allowing to read this so called 'Children's Magazine'.
Mr. Herst, Tunbridge-Wells

PA: What a pleb! Don't you realise, mate, that the inclusion of violent pictures serves to satirise the explicity of the subject matter. Children must be fed bad imagery to be able to signify what is right and wrong. Anyway, what IS wrong with violins?

Aciieed ☺

I have noticed that in your last two issues of YC, a superb magazine since the change, there have been many references to the craze of Acid House (even on your own page), especially in the artwork. Does this mean that you are a 'raver', or a 'ragger'?

I prefer such bands as Pet Shop Boys, New Order and Yello myself.
James Harrow, Portsmouth



Send complaints, comments and amazing amounts of cash to:
**POST APOCALYPSE,
THE FESTERING DUNGPOOL,
YC,
ARGUS HOUSE,
BOUNDARY WAY,
HEMEL HEMPSTEAD
HP2 7ST**

CODE MAS
AND

In this See Dee age, Codemasters jump on the band wagon. **Jeff Davy** examines its Darling intentions.



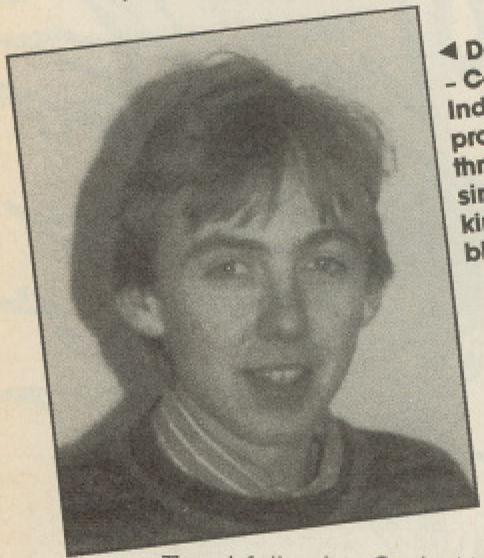
The Darlings and PR geezer Mike ▼Clark.

Scene: The Blue Peter studio.
Presenter: Hello children! Today we're going to connect our 64 to our CD player. What we need is a computer, a hi-fi, a set of headphones, sharp scissors and a reel of double-sided sticky tape.

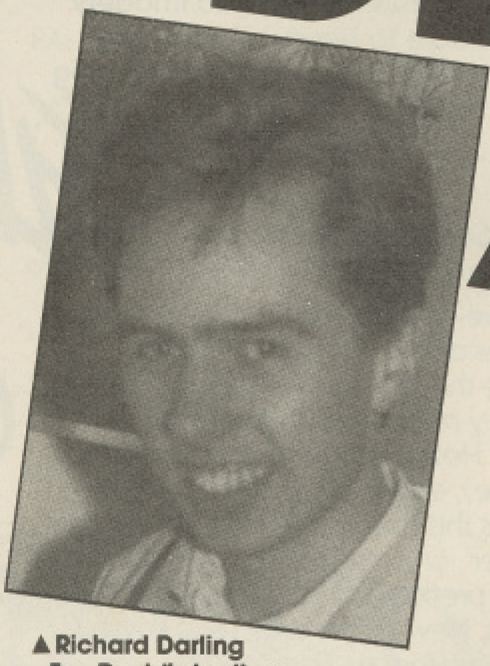
Now, plug the headphones into the hi-fi, and with the sharp scissors - you might need a grown-up to help you out - cut the wire just below it gets to the headphones. Poke the wire into the joystick port, stick it down with the sticky tape, turn everything on and...

(MASSIVE EXPLOSION)

BBC Announcer: Oh dear, we seem to have lost "Blue Peter", until "Neighbours", here's an episode of the popular sitcom "Whoops Bishop, your Cassock's on fire..."



◀ David Daring – Computer Industry prodigy, flan thrower, simulator king and blonde God.



▲ Richard Darling – Er... David's brother.

Thankfully, the Code Masters boys have one they prepared earlier; a lead to connect a CD player to a 64 *and* a disc (compact, natch) to go with it containing thirty-four games. What's more it's only £19.95.

How did all this happen? Explains Mike Clark, the codies' PR supremo, "Nobody does anything original". While moping about this, Ted Carron, programmer of International Rugby for the 64, was (says Mike) "given some hardware to play with which he opened up and found out how it worked".

"I have a general interest in technology" says Ted, "with a CD you can have lots of information and get at it quickly... it's random access". Rather bizarrely the system is "using the 64's speaker to playback the CD".

Ted came up not only with a cable but a way of loading games in around 20 seconds from CD. This gave Code Masters the idea to produce, as David Darling puts it, "a compilation with style... the best of Code Masters".

They did it because they found that 30-40% of people who buy the Code Masters games have CDs, lucky dogs! If this compilation was released on disk it would take at least ten, and *tape*... ugh... all that winding back and forth!

"It's of most advantage to 8-bit users with cassette-based systems" concedes Richard Darling. "The C64 version actually has the edge", says Mike, "we all love the machine" (that's enough fawning to 64 owners!).

Being a rather technical chappie, Ted demonstrated how it worked... You plug one end of the cable into the CD player's headphone socket and the other into the joystick port. Because of a huddle of components at one end of the special cable, the 64 can understand the CD - even better after playing in a small loader program from the disc.

To get a game, you just select the required track (game) and... whizzo! There it is! If you press "Restore", you just need to select another track and that begins to load.

"If you have this cable, you're going to find it very useful" says Mike, mysteriously. "Ther could be any number of speical products in the future. Bigger games, huge multiloads, endless capacity for secret sub-games and hidden levels... fantastic possibilities". For instance, he sees no reason why

there couldn't be a real Dragon's Lair for the 64 on a CD - "anything that relies on massive amounts of storage would be a cinch" he boasts.

None of this explains a mysterious "research mission" to the Far East. "Richard and Ted announced they were going to Taiwan" recalls Mike, "they said they were staying for four days." They ended up staying for three weeks! What did they do? Maybe the company might accept answers on a postcard in a return for a CD pack? Maybe not.

Review 'n' rating

To review every one of this staggering amount of games is a

STERS CD'S

Herculean task. So, I'm not going to do it. (You're no Hercules, are you? - Ed). As CM's Mike Clark put it, "It would be difficult to recommend one game as devastatingly outstanding given that there are so many good games on it."

There are some real corkers on it. ATV Simulator (a great cross-country buggy game for two players) is probably one of the best, if not *the* best. Mike explained how fast it was - "fifty frames a second, the fastest you can update it" - but then he wrote the game!

There's also Pro Ski Simulator (another great two-player game, this time full of on-piste action), Treasure Island Dizzy (an arcade-adventure puzzle game for eggheads) and Four Soccer Simulators (er, four footie games).

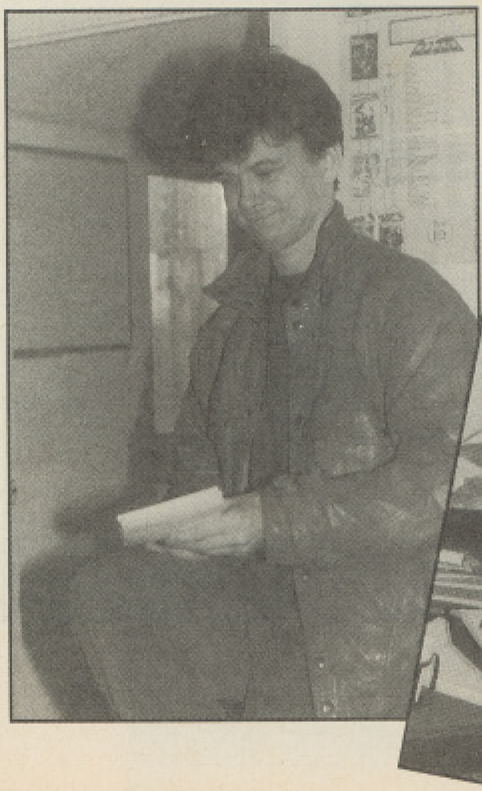
Tot those up and what do you get (*scribble, scribble*), - nearly £19 just for those four. And there's another twenty games on the CD - amazing!

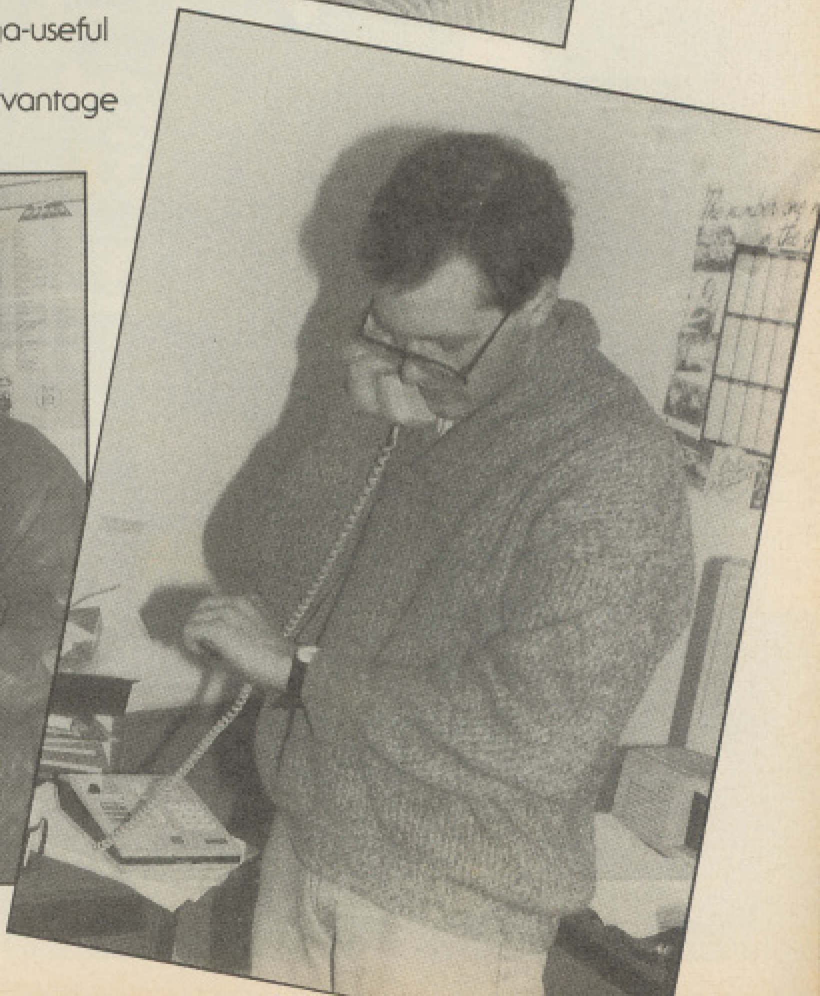
For an incredible 59p a game you can't really go wrong. You also get fast loading and a mega-useful lead.

I can see only one disadvantage - you need a CD player!



Ted Carron - designer of the CD system and purveyor of 'second-hand' CD players. ▶





Ted again, looking a lot happier after selling the CD. ▶

TO THE MANA BORN

Jeffrey Davy, his name sounds like gravy, targets a small software house with large amibitions



▲ **Julian and Nick Gollop of Target Games.**

"We've yet to see an acceptable role-playing game on computer" says Julian Gollop of Harlow-based Target Games. With his brother, Nick, he's helping to change that through their latest project. Lords Of Chaos.

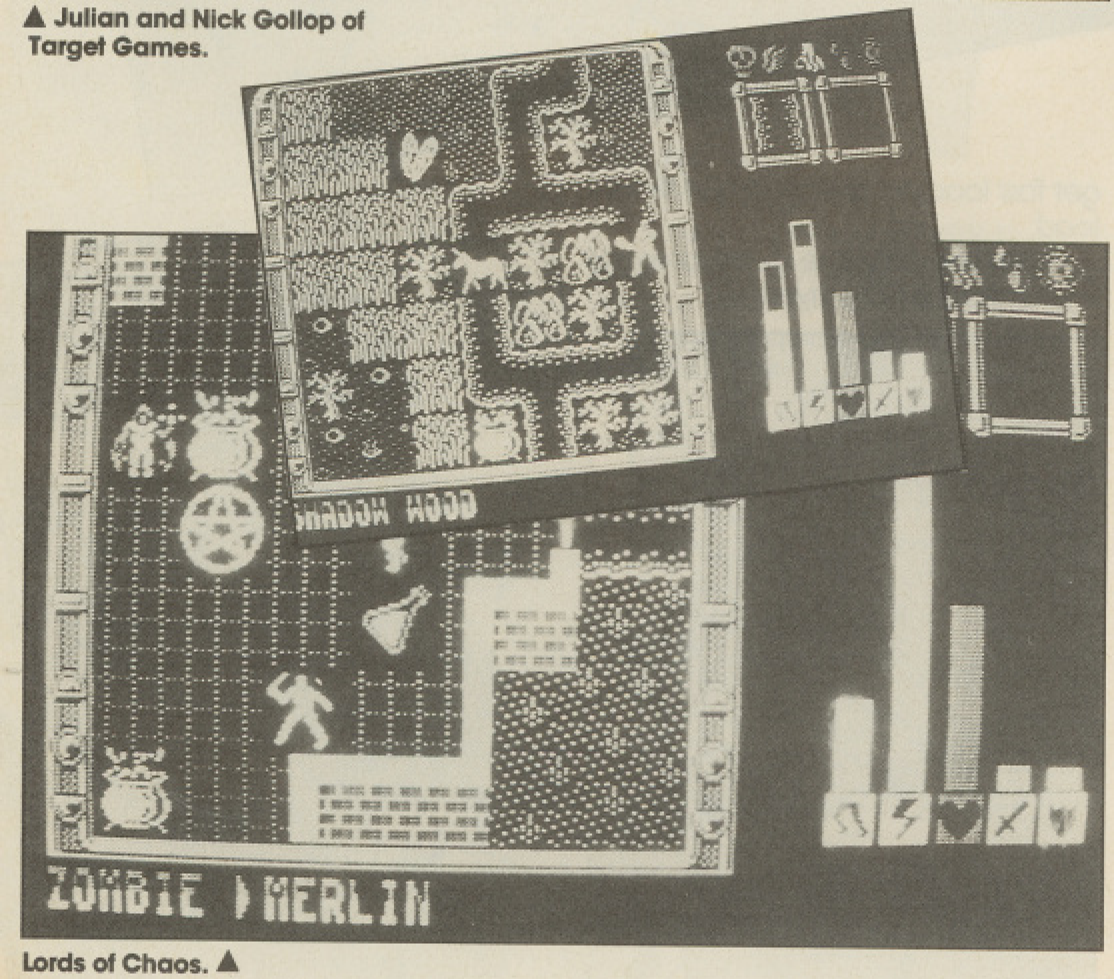
So why program this, a fantasy RPG? 'It's my favourite sort of grame and obviously based on Chaos... There aren't many fantasy-strategy games around, most of them are pretty naff".

The original Chaos was a Spectrum game (stop complaining at the back, there) from Games Workshop, the well-known roleplaying-game company. Their short-lived software section produced a few games in 1984/85 and then had its plug pulled, something Julian is still bitter about.

His first games - Timelords, Nebula, and Rebelstar Raiders (another predecessor to a later game) - were for Red Shift Software, which no longer exists. After that, he went to Games Workshop where he wrote Chaos and worked on Battle Cars before starting on the hit budget strategy game Rebelstar (born out of Rebelstar Raiders) for Firebird Silver, to be followed a few years later by Rebelstar II.

He very nearly stopped programming but came back to the fold to establish Target Games with brother Nick and father Peter. Their philosophy being "to produce high-quality strategy games which are designed to go beyond the middle mark".

Their first release, Laser Squad, did exactly that. A strategy game with solid near-30 characters and a degree of action and charm that just isn't there with most games of the genre. After an abortive self-publishing attempt, the company signed to Blade who relaunched



Lords of Chaos. ▲

Laser Squad and will be publishing the new game too.

Lords of Chaos has a simple concept. There are (up to eight) wizards who have to compete for victory points and, after one "wins" must disappear into a portal to win the game. A player accrues points by finding objects, killing the other wizards (magically, of course) & their creations and casting spells.

Which is where it gets fun. Players create creatures by casting certain spells. The harder the spell, the more it costs to cast and the more incredible a creature is likely to be. It's all dependent on "Mana" which is the magical power of the wizard. This goes down when a spell is cast but can be rejuvenated by some of the objects lying around.

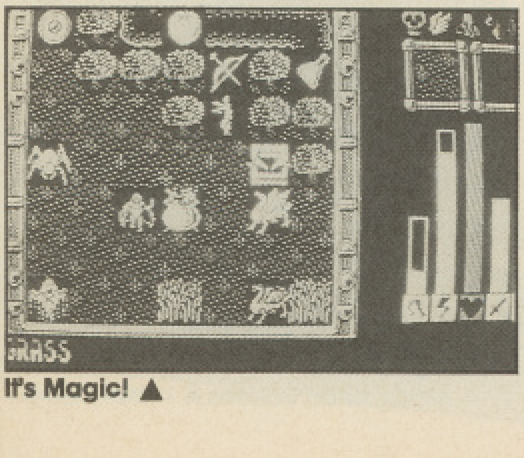
Creature spells start with the lowly Giant Bat (worse than pathetic), go through, amongst many others, Dwarves, Bears, harpies, Zombies, Vampires, all they way up to the most powerful creatures of all - dragons - which come in Green, Red, and Gold, the most powerful of all.

The are also a variety of other spells: projectile spells like magic lightning; terrain spells such as the Tangle Vine, Flood, Fire, or Gooey Blob which advance across the landscape like the Red Weed in War of the Worlds; and more intangible spells such as Subversion (of other players' creatures).

The conflict is played out on a wide expanse of terrain (which you can scroll around or see on a "big map") which is covered in wizards' strongholds, chests, objects, swamp, forest and, by the time the game has got going, loads of pseudo-3D creations, trampling around the map picking things up and hitting each other.

"Every game will be different, it's mindboggling" says Julian. He's right, too.

"Lords of Chaos" will be released by Blade Software at Easter for the Commodore 64.



It's Magic! ▲





NEON ZONE

Golly by gosh - doesn't a whole month flash by as if in an instant, down here in the Neon Zone. It seems like only yesterday when I was clocking up a pretty cool ('though I say so myself) 14,760,000 on a three ball *Jokerz* machine. Beat that anyone?

I freely admit to being a pinball fanatic, but I'm not the only one. Down at Virgin Mastertronic they staged a 24hr non-stop pinball thrash in aid of Children in Need recently - played on one of the two pinballs permanently on freeplay there; an old Bally *Space Invaders* machine in fact. Congrats to them for raising well over £500 in the process.

Last month I think I promised news of the follow-up to Chase HQ from Taito - called *Special Criminal Investigations*. You wanna know about it?

Well, it takes up exactly where Chase Mk 1 left off. I mean - the original was OK, but completely unrealistic if you think about it. Like, you're supposed to be a cop, right? Straight out of Miami Vice, right? And all you do to stop the bad guys is... knock their motors around a bit. Believable? Nope. The vital ingredient missing was - guns!

Special Criminal Investigations remedies this with a vengence. Like before, you zoom off in your motor, givng chase to assorted villainary, but this time, when you get near them, do you just give 'em a shunt? Naaa - it's leaning out of the window with a magnum and - BOOMMM!!!

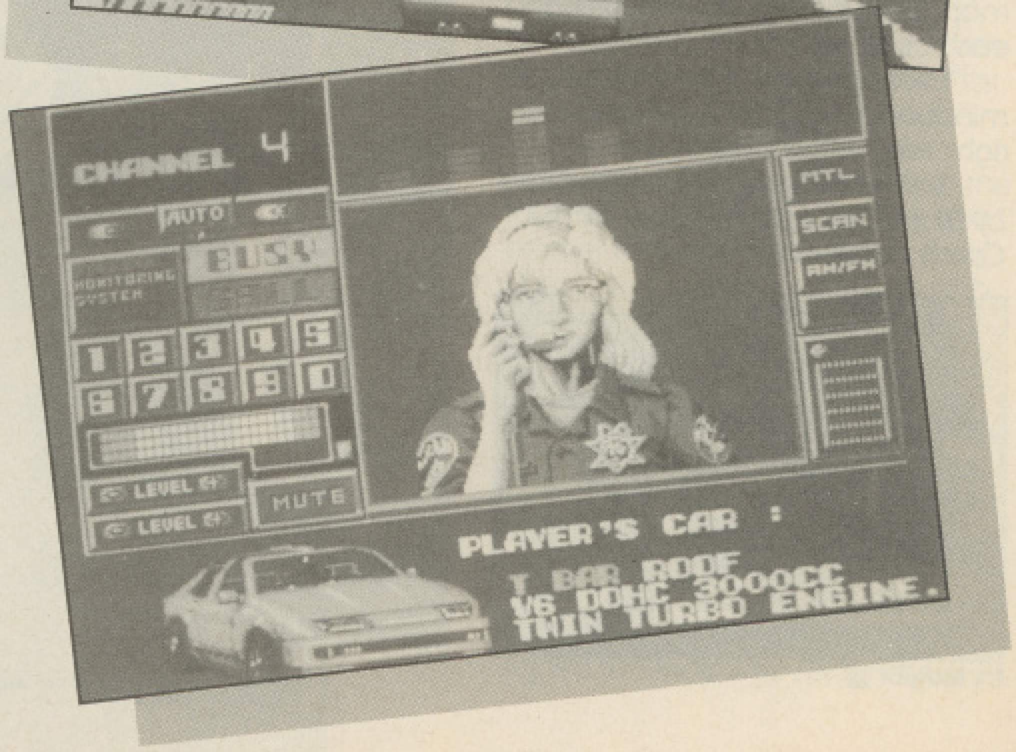
And if you're good - and I mean very good - you get something extra special dropped from a helicopter like a bazooka. And then you start taking the miscreants out with that! Community policing it isn't, but if you did enjoy the original, then for sure you're going to have a ball on the follow-up.

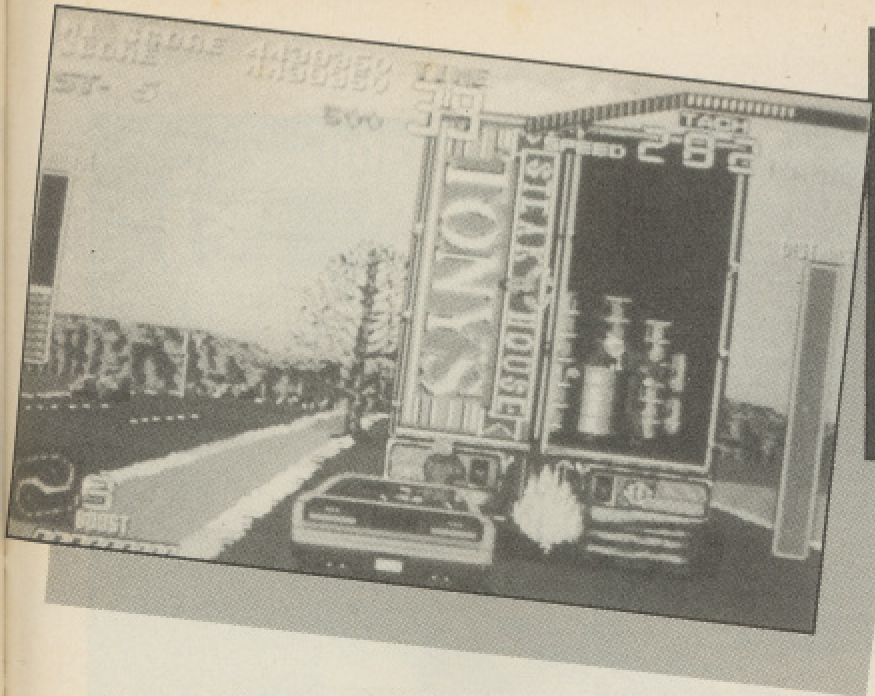
Talking of driving games, Jaleco (now there's a name you don't hear much use of) has just released its first ever driving game based on the Paris to Dakar rally, called *Big Run*. Did you know that there are more

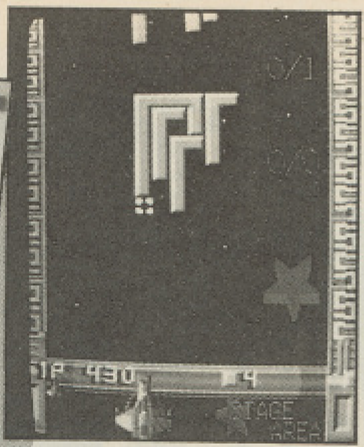








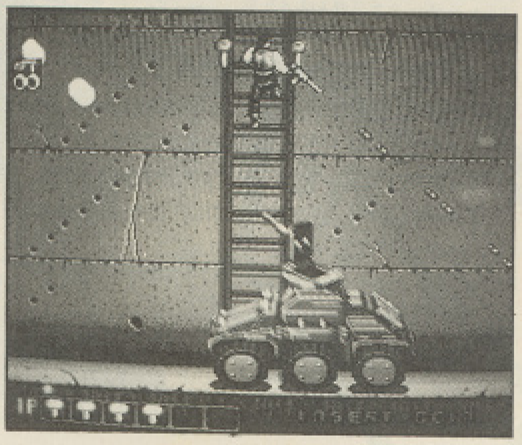




▲ Block Hole

Special Criminal Investigation

▼ Midnight Resistance - gun toting action



drivers and spectators killed in this rally than any other on the international race calendar? It's quite surprising then that the game doesn't involve trying to run people down - you just have to drive fast!

Controls are simple - accellerator pedal, hi/low gears and steering wheel, with you making your way through the various stages of the event - starting in the bright lights of Paris, but soon entering the rugged terrain of the Sahara. Although the implementation is good - the graphics are nice and the scrolling and sprite scaling smooth enough - it has to be said that the game is a little lacking in the originality stakes. Still, if you are into driving yourself, it'll be worth having a go to see if you agree with me.

If you're not into driving, then maybe it's more action you're looking for. How about Quad Bikes? Quad Bikes? They're these small tractor things that you see quite often in these action events like 'Run the Gauntlet'. Take it from me, they are fantastic fun to ride in real life - and now Namco has given you the chance to find out for yourself in a game called *Four Trax*.

It comes in a double unit, so you can ply head to head against a friend - as you sit down on the bike's saddle and rev the throttle wide open. Spin those wheels, drift across those corners, fall over those straw bales! Great stuff! Expert to see loads of these about this year.

One you won't see too much of, but is worthy of note, is a game from a company called *Gottlieb*. Renowned for its pinball machines, the Big G has suddenly released a deeply weird game - *Exterminator*.

Utilising largely digitised graphics, you control a disembodied hand which has to clear rooms of rather unusual infestations. Like battallions of toy tanks, which have a tendency to fire back, for example.

You have three weapons; your hand can stamp down on the floor directly below you (so crushing anything underneath), grab something out of the air or direct a beam of purple energy across the room, as directed.

While all this is going on you have to watch for flying objects, like the Wasp. Try grabbing him and your hand will throb in agony as it stings you.

Deeply surreal, you might not enjoy playing this frankly bizzare game but on the other hand - you might. For something completely different, try it!

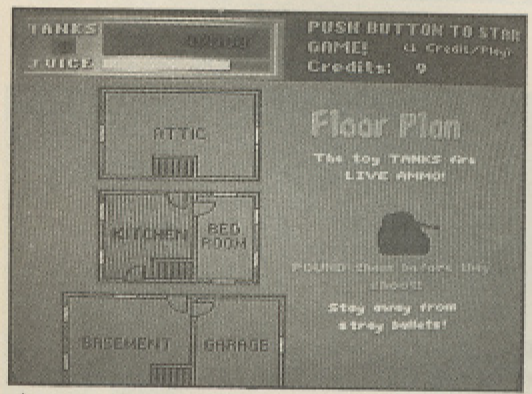
What's green, got 4 legs, is 15 years old and would take your Nunchakus off as soon as look at you. What else but A teenage Mutant Ninja Turtle? Yup, the cartoon that put the 'Cow' back into 'Puchka' is now coming to an arcade near you.

Basically a four player (yes, four player) martial arts bash, it's quite a bit of fun when Raphael, Leonardo, Donatello and Michaelangelo get into action against the bad guys. Lightweight, but OK, if there's a crowd of you out for a giggle.

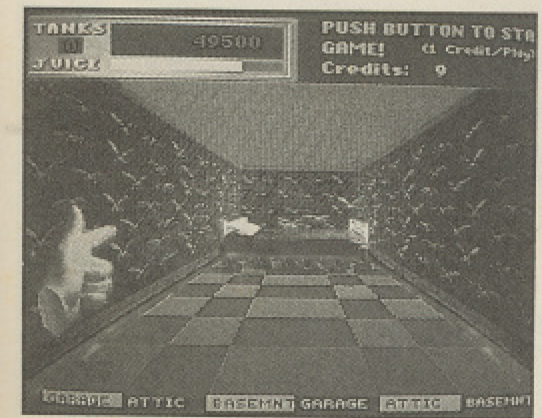
DataEast has come up with some goodies lately. Robocop for example and more recently, Secret Agent. Now comes another that is likely to be very successful for them, *Midnight Resistance*.

Relatively small sprites here, but the control is interesting, using a rotary joystick. It moves eight ways in the usual manner, to move your central character, but the knob on top also rotates to direct your line of fire. So you can be running one way and firing in the other. Very sensible.

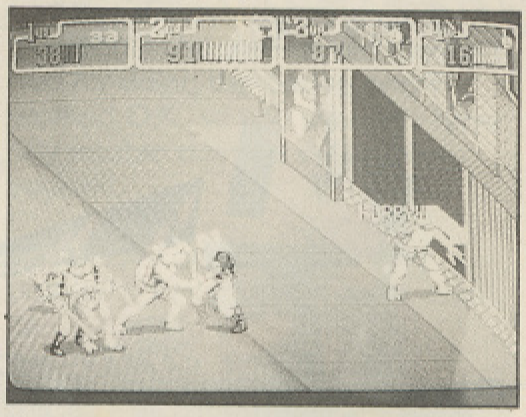
Eminently playable - even when



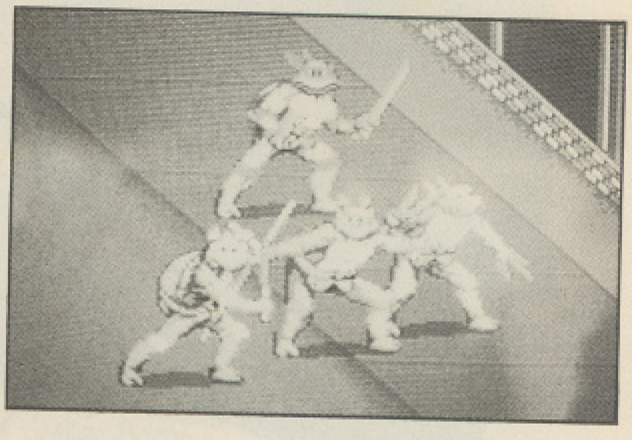
▲ Exterminator



▲ Exterminator - A second hand game



▲ Teenage Mutant Ninja Turtles



the programming looks a bit on the tatty side – it's doing very well on test in London. Chances are it'll be a winner.

Finally, another one of these puzzle games that seems to be cropping up ten-to-the-dozen in recent times. All the manufacturers are trying to create another *Tetris* of course, which was a huge blockbuster in arcade terms. So far all of them have seemed uniformally uninspired, but now at last, a decent game has emerged from the dross – *Block Hole* from Konami.

Crossing *Space Invaders* with *Tetris*, it has a single space ship moving left/right across the bottom of the screen, firing blocks upwards. Downwards from the top of the screen come asymmetrical shapes – what you have to do is fire blocks up at them to make complete rectangles out of them. When this is done that particular shape will disappear (only to be followed by many others!) Fail and the shape makes it to the bottom of the screen – and you lose a life.

Simple but very, very addictive, *Block Hole* is very definitely one to look out for in your local arcade – which is precisely where I'm going now! 'Till next month, have fun. But remember, please. Don't press both flippers at once, will you?

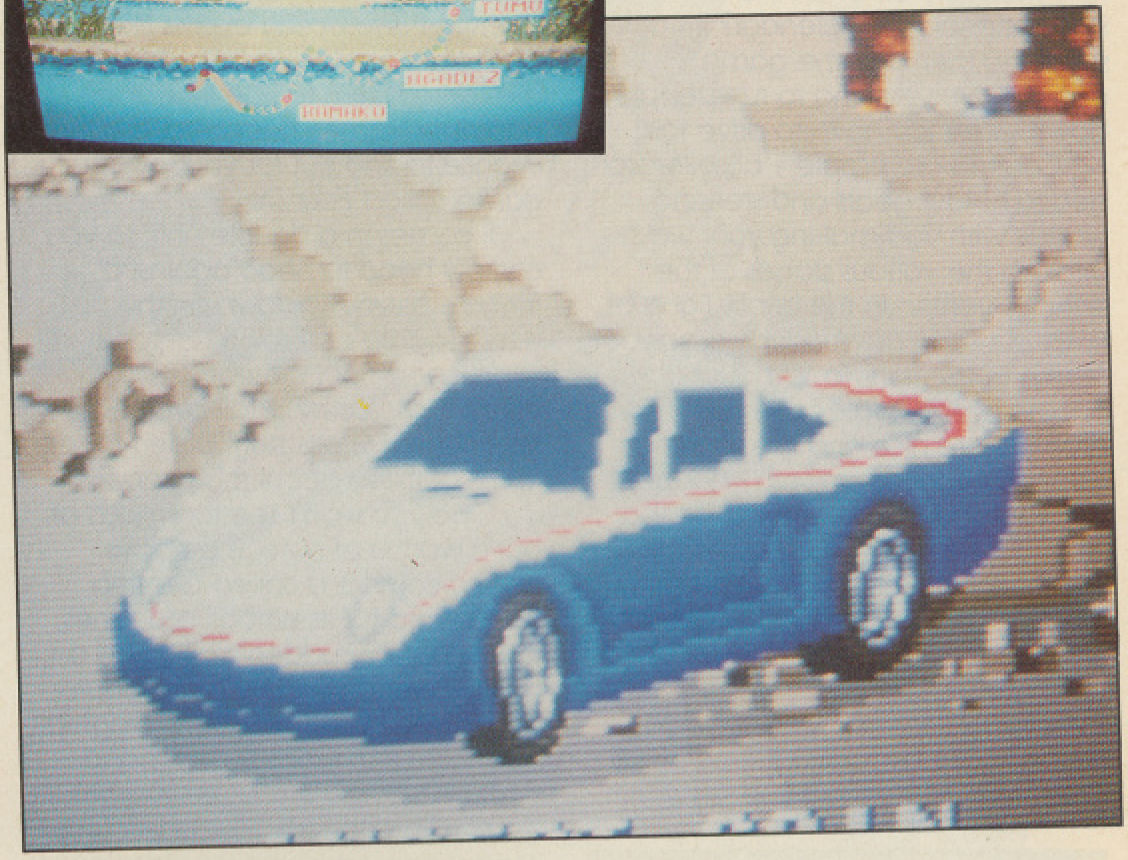
JOHN COOK

Big Run ▶



▼ Big Run



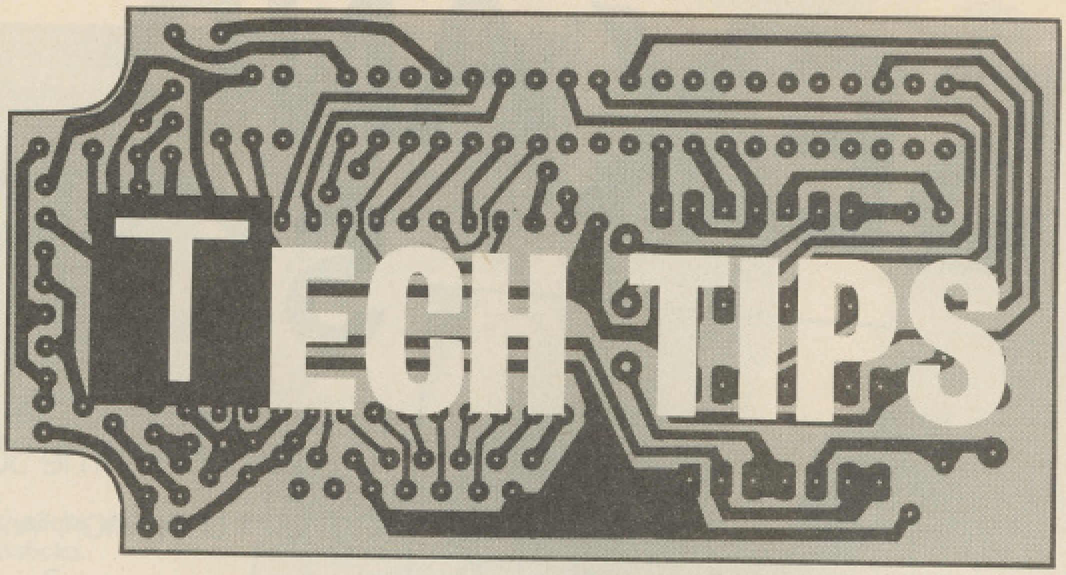


FOUR TRAX



▼ Four Trax – Buttock clenching action





Der Miles,
I have seen several games and demos where the upper and lower areas of the border are removed, allowing sprites to be placed where not normally possible. Could you please give me a routine to do the effect, or explain how to do it.
Kevin Thomas, Herts

Dear Kevin,
After reading your letter, I checked some notes I have and I came up with this routine.

```
        SEI         : Disable interrupts.
LP3     LDA 16      : Set acc. Val.
        LDX 249     : Set X-Val. (Raster Line)
LP4     CPX 53266   : Check raster comp. reg.
        BNE LP4     : Branch if not the correct raster line
                    back to LP4
        STA 53265   : Store acc. at vertical scroll register
        LDA 27      : Set acc. Val.
        LDX 51      : Set X-Val. (Raster Line)
LP2     CPX 53266   : Check raster comp. reg.
        BNE LP2     : Branch if not the correct raster line
                    back to LP2.
        STA 53265   : Store acc. at vertical scroll register
        JMP LP3     Repeat routine
```

I hope that the above routine is of some use to you, and that it helps you with your coding.

Dear Miles,
I am currently writing myself a simple machine code monitor. I have tried coding a routine that when inputed with a hex number will read off from the memory location inputed, and display the content as hex bytes. The problem I am having is converting the contents of the memory location to screen codes. Would you please explain how it should be done?
Mark Jackson, Newcastle

Dear Mark,
Thanks for writing to me with your question, and I am pleased to tell you that I do have the answer, and very easy it is too. Quite simply, what you have to do is LOAD the accumulator with the hex value, AND it with 00001111 leaving you with a value from 0 to 15. Check to see if the value is 10 or greater; if so, then subtract 9 (giving you a letter from A-F. If the value is 0-9 then add 48 giving you a number from 0-9). Now store the contents of the accumulator at, say, 1025 (Dec), this putting a number of letter on the screen (top left). Now re-load the accumulator with the original HEX value. This time rotate the accumulator four places to the right, then AND it with 00001111. Once again check if the value is greater or less than 10. Store the A reg. at, say, 1024 (Dec). Now you should see the original hex value as two screen codes.

Dear Miles,
After reading your article on raster routines in YC's sister magazine (Commodore Disk User), I wanted to find out two points regarding raster bars.
1. Is a so-called 'vertically split' raster bar a genuine raster bar?
2. If the above question is 'yes', then could you explain how such an effect is done?
J. Summers, Scotland

Dear Mr, Summers,
Let me start by answering your first question: a vertically split raster colour bar is a real raster colour bar, and isn't done using some form of bitman or colour cheat. The way that it is done is fairly simple but involves extremely careful and precise timing. After experimenting, I found that the best method was to blank out the screen by POKEing 53265 to 0. The next procedure is to latch onto the desired raster line where you want the colour bar to start.

Now read off a colour into the accumulator and store at 53280. You should be able to do this around seven times, then there will be one raster line with seven splits of on. Keep doing this for the amount of raster lines you want to cover.

The reason I turned off the screen is because it allows you the same amount of cycles to every raster line (unlike when the screen is on).

I am sorry that I can't give you a listing, but it would take up most of the page. I hope that the information is of some help to you.

I hope that answers your question. I checked an old routine I had for doing the above and it worked O.K., so you shouldn't have any trouble doing a similar one yourself.

If you have any programming problems, hints and tips, then write to:

**Tech Tips,
YC,
Argus House,
Boundary Way,
Hemel Hempstead
HP2 7ST.**

I will be back next month with more questions and answers on machine code programming.
Miles Barry

SEX AND SOFTWARE

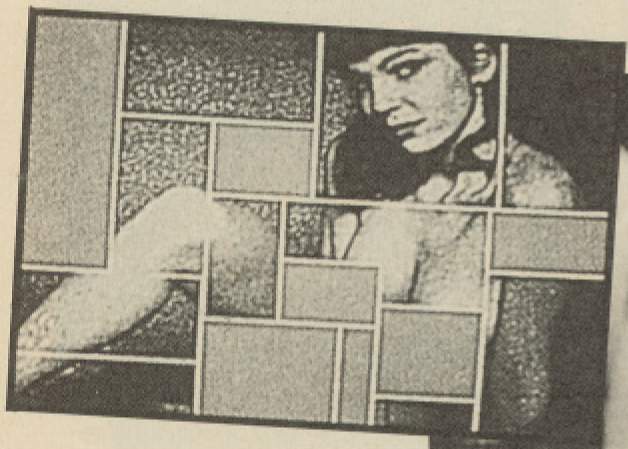


Girls on film. ▲



This caption is censored! ▲







▲ Don't be square, be naked!

Q: What does The Sun have in common with computer games?

A. Page 3 girls.

Maria Whittaker, Sam Fox and Corinne Russell have all made their appearance in software adverts, in strip poker games, on inlays and posters in typically scanty attire. Page 3 publicity sells papers and it sells computer games. But should it? MP Clare Short is already heading the battle to ban Page 3 material from our daily papers, and the Organisation Against Sexism In Software (OASIS) has been set up to try to combat similar issues in computer games. So what's all the fuss about? Is there really any harm in showing off a bit of pixellated flesh or are the anti-sexism campaigners just getting their knickers in a twist?

If there's anything designed to get people's blood boiling, it's sex. It gets more people uptight and irritated than the National Health Service and water privatisation put together. Everybody's got an opinion about it and given half a chance they'll ram it down your throat. Computers can't kiss or wear a condom so you might think they haven't got all that much to do with it, but there you're wrong. Sex and gender affect everyone and everything - and games are no exception.

The main points of argument are easy to spot. For something to be sexist it's got to discrimate against women purely on the grounds of their gender. That means that anything which portrays women as less intelligent or capable than men simply because they are women is a definite no-no. The same goes for portraying them as if the only thing that's interesting about them is the way they look. You know the gen: nice body, shame about the brain.

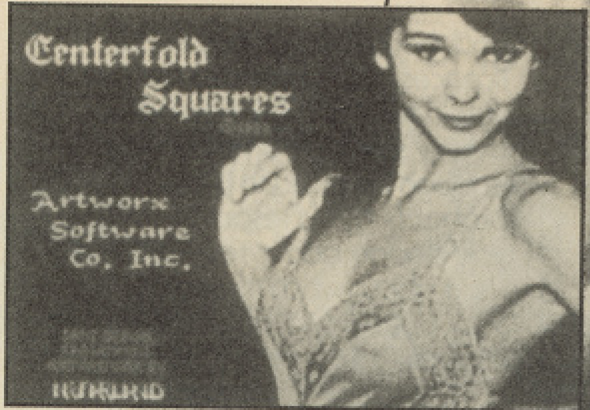
Start looking and a lot of game packaging and advertising starts to appear decidedly iffy. Flick through a few back issues of Your Commodore and you'll find more than a couple of ads sporting a picture of a sexy blonde not overly endowed in the clothes

department. More often than not there's just a subtle hint of sexuality - like the female tennis player's undies peeking out from beneath her skirt in the ad for Passing Shot - but every now and again someone releases an ad which is so overt it causes something of a stir. Remember Psycho Pigs UXB? On the strength of the gameplay nobody would; the ad which featured an almost topless model stretched out on a billboard was far more memorable. Or how about Corinne Russell posing aggressively in supposedly kinky mock-leopard skin bikini plus leather whip on the cover of Martech's Vixen? Boots refused to sell it with a full-size picture of Corinne on the front, so Martech had to publish a special head and shoulders version just for them.

Products like Sam Fox Strip Poker of Maria's Christmas Box aren't exactly aimed at furthering the cause of women's lib either. On the 64 they don't even flatter the eye very much. However interesting you might find Sam Fox in the flesh, there has to be a limit to the titillation afforded by a pair of blocky, low resolution breasts.

Even without bouncing breasts and naughty knickers, a lot of games hardly go out of their way to show women in a positive light. For example, have you ever thought about the goals of games like Vigilante or Savage? Some feeble little girly totally incapable of looking after herself has got into a pickle and is just deperate for her macho, hard-man boyfriend to come and help her out. Doesn't reinforce your confidence in the independence of the 'fairer' sex, does it?

Harmless fun? Well, it's unlikely to harm anyone physically. The argument that page 3 girls are directly linked with the violent sexual abuse of women is pretty tenuous. As long as you're a healthy law-abiding individual in the first place, looking at a pic of Corinne Russell topless or in a bikini isn't going to make you go out and rape someone. Even if you can establish a definite connection between rape and page 3 in a specific incident, that wouldn't be a valid enough reason for banning it. It's like saying that because John Hinckley, the man who tried to shoot Ronald Reagan, was obsessed with Jodie Foster, all her movies should be scrapped.



My pretty, pretty! ▲



Joysticks and ▶ lipsticks.



▲ Strip by numbers.

Maria Whittiker is on the left. ▼



That's obvious. But there are more subtle ways in which games can undermine the role of women. Close your eyes for a second and picture a page 3 girl. Ten to one, the first thing you think about isn't her brainpower. If society placed men and women on a totally equal footing it wouldn't make the blindest bit of difference. For every page 3 girl, there'd be a page 7 fella somewhere else. Nobody would think the girl a slag for posing in the nude any more than they'd think badly of the bloke.

But right now that's not the way things work. Like it or not, society still makes it harder for women to succeed than men. There's still a tendency to assume that women are less capable of rational thought. Girls aren't encouraged to do sciences at school and employers often discriminate against women when they're handing out jobs. Most of our MPs are men; over 50% of the population they represent is female.

Anything which depicts women in an inferior role reinforces that inequality- whether it's comics, TV, films or computer games. The question is, should we be trying to stop it? On the one hand, taking a few bikinis off the front of a plastic box isn't going to change people's attitudes. But then, it just goes to show how little respect one half of the population has for the other if

they only find them interesting when they're wearing a g-string. You may think the view that women belong in the kitchen is outdated but every time you buy a product with a sexist slant, you're adding another link to the chain which binds them to the kitchen sink.

Whatever you think of the moral argument, there's another by-product to all this. Nudge-nudge advertising aimed at lads excludes most girls from the games scene. At school, computing is considered a boys' subject, at home the brothers get the 64s and the sisters get the prams; at work women use word processors, blokes become the engineers. If a girl ever gets to take a look at a game or a magazine everything about it is designed to put them off.

Personally, I don't think there's any reason why girls shouldn't enjoy anything from shoot 'em ups to adventure games just as much as boys. The only reason they don't is because they're conditioned to think that a computer won't interest them and all the game blurb they ever encounter just works to reinforce that. Maybe if some of the adverts were less one-sided and the game scenarios had a more uni-sex approach women's attitudes could change as well. It won't happen overnight and it won't happen without a change in women's education. But if it does happen it might actually bring a breath of fresh air to software.

One of a minority of software houses currently attempting to encourage a non-sexist policy is Audiogenic. The company's boss, Peter Calver, reckons that getting women interested in software could bring new life into games. If publishers sold more units to all those extra female customers they'd make more money. 'That way you could plough a lot of your profit back into development and design. And anything that lets you spend more time on game development has to be good for the industry'.

There's only one reason some publishers carry on using sexist adverts and producing strip poker games: money. It sells. Whether your products's great or mediocre it stands to shift a few more units if there's a blonde in a mini-skirt on the front. As for the cash - it comes from you, the consumer. When you pays your money, you makes your choice. Pick a lot of licensed games and the publishers buy more licences. Ask for more Sam Fox and you'll probably get her. Reject overtly sexual promotion and if enough people do it, you'll probably get a response. Whatever you decide about sexism, this is one issue about whch it's easy to make your opinions know. If you've got the cash you've got a vote. And how you vote is up to you.

Kati Hamza



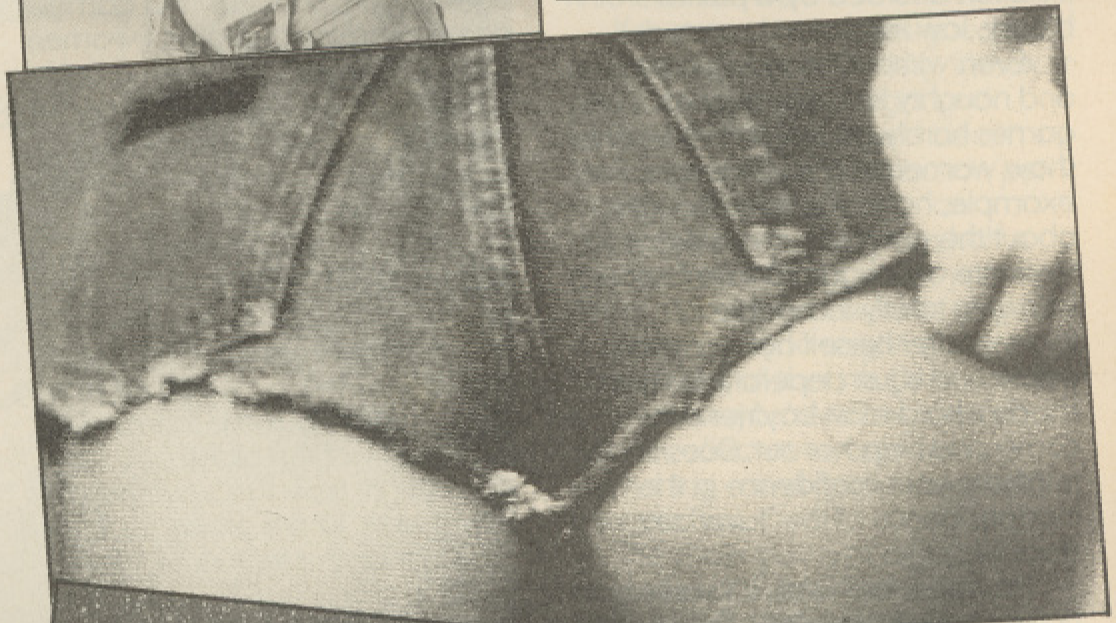
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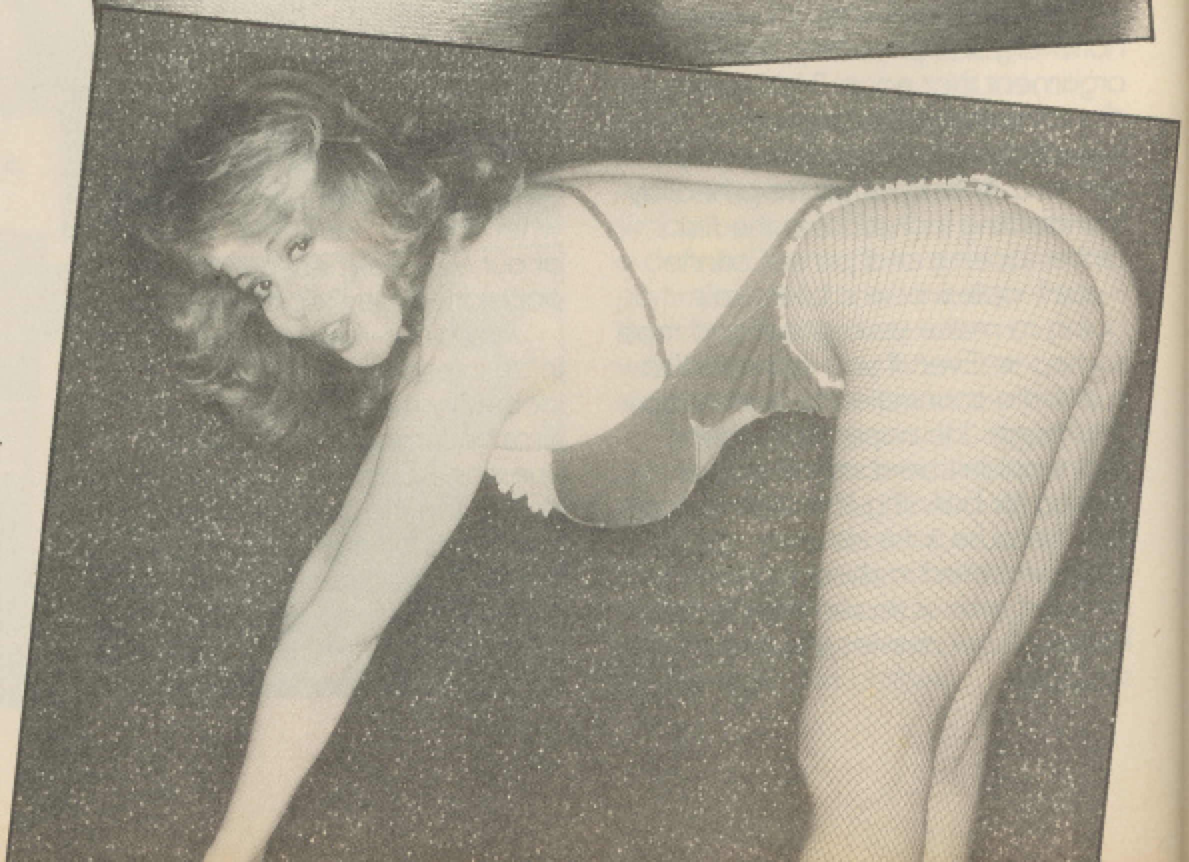
VIXEN - In an ingenious bid to camouflage tedious gameplay, Martech took a silly pic of Corinnne Russell and plastered it everywhere in a high profile ad campaign. It didn't improve the game.

PSYCHO PIGS UXB - the ad caused a mega stir but didn't hog the limelight for long. It was unsubtle enough for the ASA to receive severl complaints.

BARBARIAN & BARBARIAN II - Maria Whittaker's purple bikini on the cover of Barbarian came in for so much stick, Palace made a bid for equality in Barbarian II. The sequel lets you play the heroine as well as the hero.

RAPE (no pic) - no wonder this tasteful little number was banned following its release in Japan. You scored points by chasing women, tearing off their clothes and assaulting them.







EUGENE GOES TO CAMBERLY

Ashley Cotter-Cairns arrives at Digital Integration in a swathe of set stream and afterburner, and discovers certain manoeuvres before bailing out



Digital Integration is a Camberly-based software house which occupies several offices on a small out of the way industrial area. It has been in business since 1982 when it produced Fighter Pilot on the humble ZX-81. Since that inauspiscious milestone, D.I. has built a sound reputation as producer of the best simulations around.

Amongst its past titles are Tomahawk, TT Racer and Bobsleigh, which, along with Fighter Pilot and F-16 Combat Pilot, were all simulations of their subject. In amongst all of these simulations there lurks a game which is more of an arcade style and format. That game is Advanced Tactical Fighter (ATF), "A bit of a digression" for

Digital Integration, who are currently working on a 16-bit sequel, ATF2.

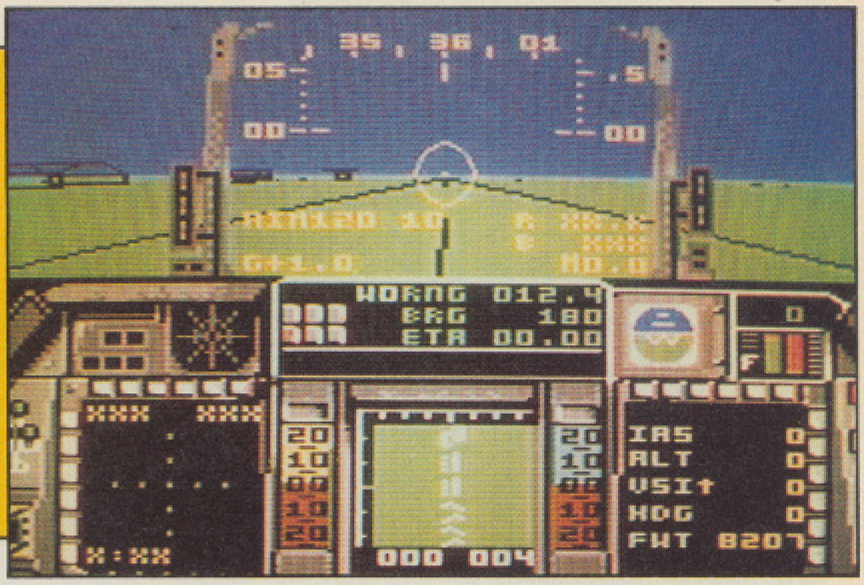
If you ask someone who Digital Integration is, the chances are that they won't know. This is not surprising, as the company tends to keep a low profile. Its strategy tends to be long term publicity campaign during a game's development. This is usually followed by a sudden outburst of interest as the game nears completion. On launch, the game is widely acclaimed; then D.I. seem to vanish into the background whilst the sales start clocking up.

F-16 Combat Pilot has taken nine-plus man years to complete. It was developed over eighteen months by a team of programmers and designers, whose emphasis was always on speeding up the program. Dave Marshall, head of Digital and project designer and manager: "We consantly tried to shave microseconds off of the reaction and movement time to create as realistic a simulation as possible." The Commodore 64 version of F-16 was worked on by Dave, with Chris Medley programming and graphics by Les Doughtey.

The team has worked long and hard to cram as much detail into the 64 as possible. As a result, the 64 and Amiga versions are technically almost identical. Of course, the 64 cannot match the Amiga's graphics capability or speed, and the objects are wire frame instead of solid 3D. However most of the features of the 16-bit version are still represented.

The 16-bit version was acclaimed as the best simulator available this side of a 32-bit machine, generally used by the Ministry of Defence for training real combat pilots. The 64 version manages to capture the same feel as its 16-bit counterpart, and uses the maximum amount of available memory space. Despite this, the graphics have not suffered and the game still looks polished. However, the future for D.I. in the 8-bit market looks to be fairly limited.

"The sixteen bit market is still being explored. However it's definitely the future of D.I., you can do so much more within a more powerful machine. It's not that we want to leave the eight bit market, but more that the size of the machine just won't take the complexity of the projects any more. There's only so much that eight bit machines can do. As it is, it was a struggle to cram F-16 Combat Pilot into the 64."



F-16 Fighter Pilot. ▲

The initial sales have hit around 17,000 units or so across the 16-bit market. It's always hard to assess the exact level of sales for a simulation because its shelf-life is so long. But the total sales overall are expected to top 100,000. Such is Digital Integration's success after launching a new product that they can survive through eighteen months of development without worrying financially. Now that F-16 Combat Pilot has been released, the sales will continue throughout development of their next projects. And so its success continues.

So much has changed during the age of computer home entertainment in a very short while, and yet Digital Integration is still going strong into the 1990's. Many companies have tried to cope with the recession in sales by changing its image, its product or long term strategy. But Digital has stuck to its guns, obviously having found the correct formula first time around. In the meantime, many of the smaller companies have gone by the wayside. But D.I. are now expanding.

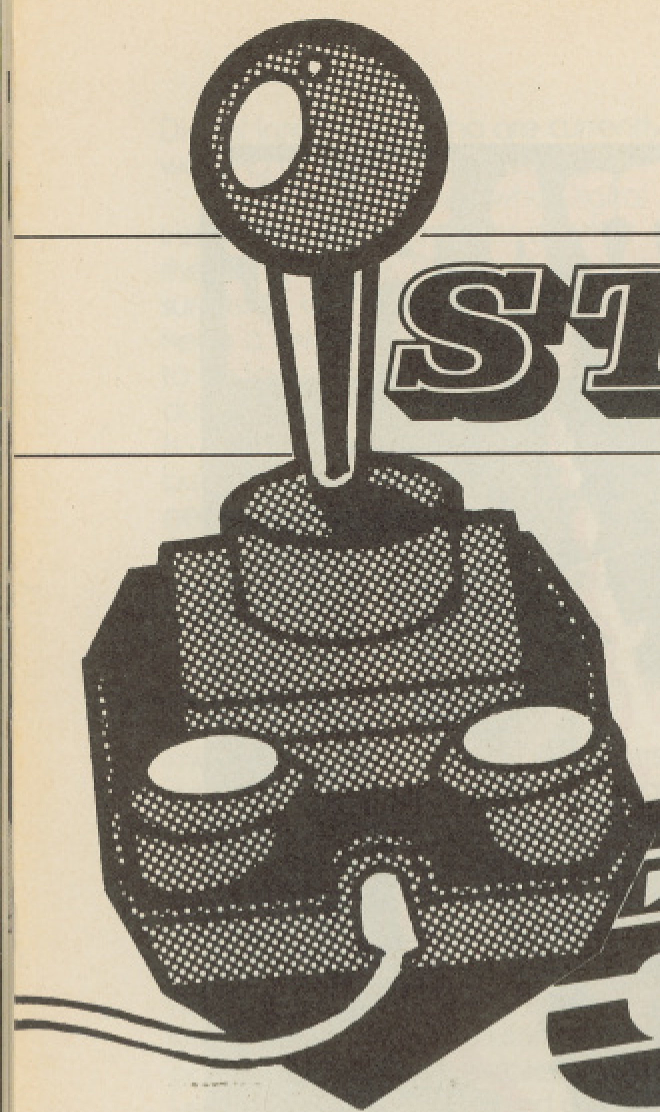
With the backing of Electronic Arts, it is marketing F-16 Combat Pilot in America. This is a huge market area into which many British software houses fail to break. Digital Integration's sortie into that lucrative yet fickle market is yet another testament to its achivements as a software house.

◀ Jet Fuel mayhem.



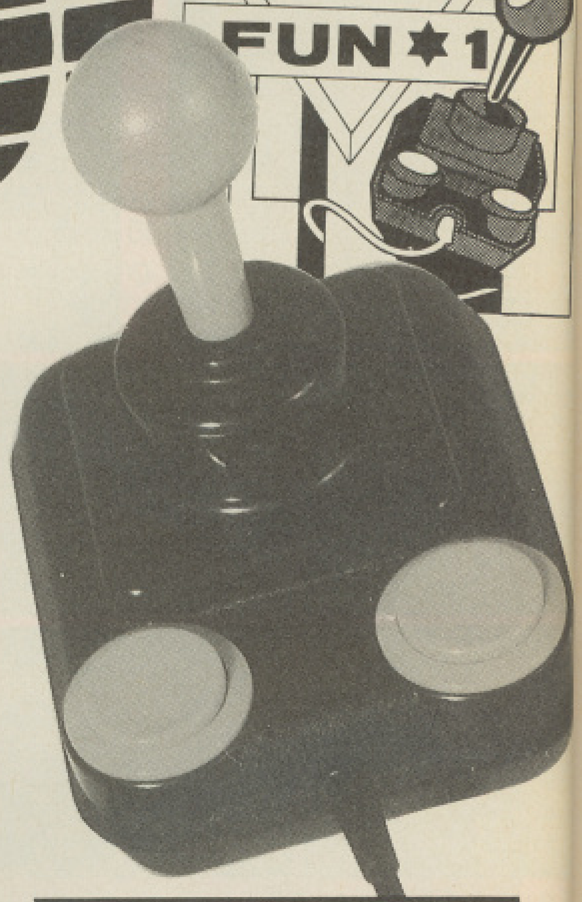


Hard line banking. ▲



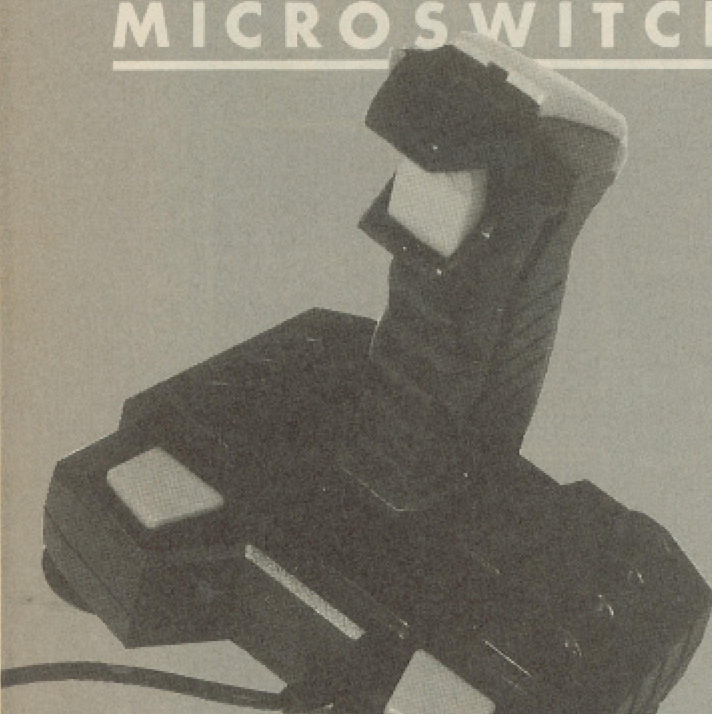
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The Cobra looks more than a little like the old Quickshot II. It is microswitched (it therefore makes very loud clicks) and it's strong and fairly well designed. I found that the trigger was quite hard to use but performed well on most games except The Champ, the accuracy was not possible to achieve.
ACC

75%

92%

Supplier: DYNAMICS
Price: £14.95

The Competition Pro is widely acclaimed as the best joystick ever. It certainly has aged well, as it has been around for some years now. It still looks distinctive, with quiet microswitches and good fire buttons. It is precise and easy to use. One of my favourites.
ACC

Racemaker®



Supplier: EUROMAX
Price: £26.95

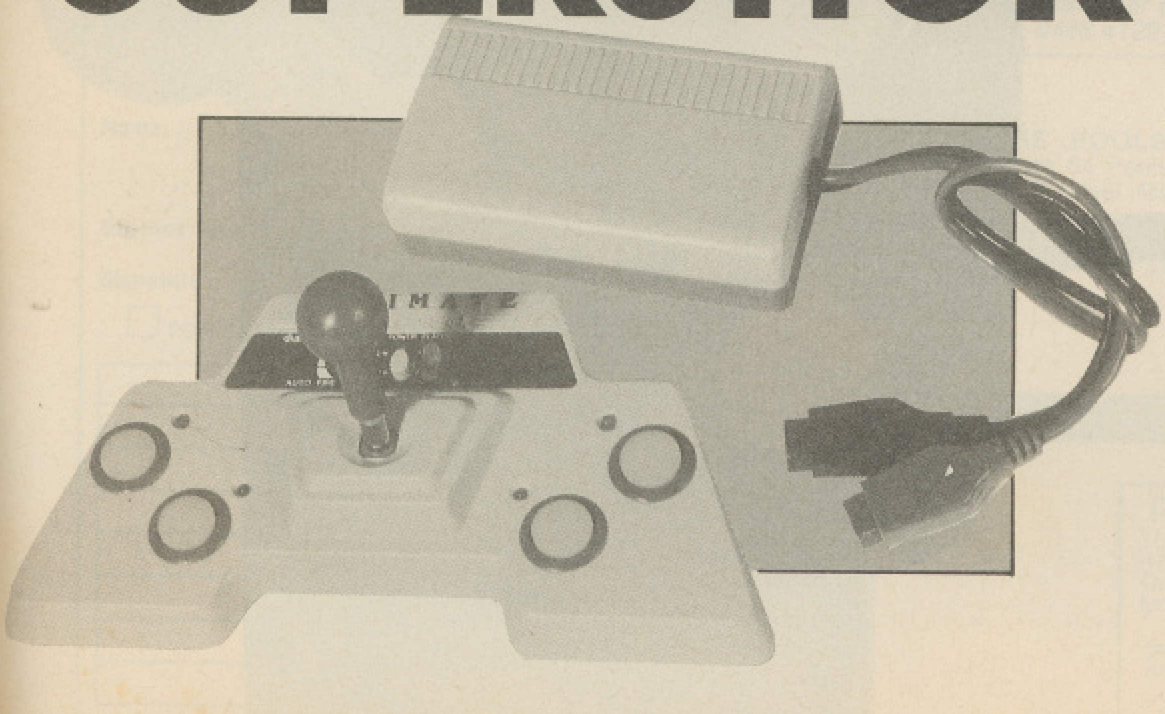
The Racemaker is an adventurous joystick. It looks like a plane's control stick although it doesn't feel as strong as some of the others reviewed. Control was difficult to achieve on everything but Chase H.Q. which the stick is literally built for. It works well on racing games but one for fans of the type only.
ACC

65%

YC FUN ★1

ULTIMATE SUPERSTICK

87%



Supplier: EUROMAX
Price: £32.95

The Superstick is one impressive joystick. It has left or right handed fire buttons, a nice microswitched shaft (ooer!) and is infra red. You plug in the receiver to the joystick ports and the joystick itself sends out signals. My only criticism is that the fire buttons are "squishy". Pretty good.
ACC

KONIX SPEEDKING

Supplier: KONIX
Price: £10.99

This is my favourite joystick of the lot. A fantastic autofire option, great microswitches and a good hand grip make this one of the most user friendly ever. It's very easy to find directions with the stick for games like The Champ whilst still good for games like Chase H.Q. I would definitely recommend this one for the serious gameplayer. A must.
ACC





98%

PROF COMPETITION

Supplier: EUROMAX
Price: £14.95

84%



This is a direct take-off of the Competition Pro, although it looks like a cheaper version of the same joystick. The shaft is smooth instead of grippy and the fire buttons are small and squelchy to touch, making it harder to use than the Pro. Otherwise it's virtually identical. Because it's light and it's easy to use.
ACC

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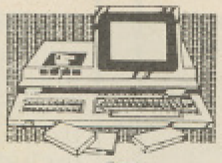
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PURPLE FISH THANG

It's purple time again!!!

Bloop. Oh dear fish friends, though your Earthling event of over indulgence, namely Christmas, has come and gone here on the aquatic wonderworld of Czar, the time difference means that our annual celebrations of all things fishy have yet to take place. And somehow, thanks to communicating with the witless YC boy Henderson by FTL-mail-kind link the fool has transmitted what you earthlings call a 'hangover' to our entire population. This outrage shall not go unpunished dirt grubbers, even now the great war engines of Czar are being prepared. But first here is the latest gossip brought to me by my spies.

ACTIVISION

Amanda Barry, Activision's PR supremo, is leaving the exciting metropolis of Reading for dull old London and a job at Lynne Franks PR, infamous for its Zen Bhuddist temple in the centre of the office, and its terrible coffee.

MIRRORSOFT

Following on from the Bloodwych disaster, more bad news from Mirrorsoft concerns Dynamic Debugger. Apparently the programmer was supposed to have finished the game by the beginning of November, but has since steadfastly refused to contact the company. Our fish on the spot (in his bowl of course) also reports increasing levels of strife at the company. While punter's calls about games not working echo around the product department all day, and personal callers are walled up behind stacks of returned discs, the two main girlies. Cathy in PR and Charlie in Product are striving for the title of Mirrorsoft Sex Symbol. The office is apparently awash with blusher and eye shadow.

FOCUS

Well known publishing house Focus, well known beacuse all the decent people have left it thanks to the 'jobs for the boys' management, has inflicted a defeat on boy Henderson and his plucky troops. Using such nefarious tactics as 'passing the ball', and a heady mixture of knuckle butties and low alcohol lager at half time the footballers of Argus were unlucky losers in a tight game, decided only when the referee blew his whistle at the end. Commented our Rik after the game, 'they caught us by surprise, they started the game ten minutes before we arrived. It was the secret tactic that finished us off though. Who would have believed that they could "pass" the ball'.

The final score in this nail-biting game was Focus 10, Argus 1. (I thought I told you to forget about this! - Ed).

EMAP

The one golden name of EMAP, publishers of adding C+VG, and buyers fo ACE, has been tarnished recently. First the Deputy Editor of ACE, Richard Haynes, or Dick as most people fondly call him, humilated himself and provided a good watering spot for infirm dogs by falling over dead drunk at a press bash. It was touch and go for Dick, but the soothing ministrations of NHS nurses brought him back from the brink and he was discharged the next day.

Then there was a great furore over a review of Ghostbusters II in ACE, when it was given the equivalent of 25%. A cowardly pseudonym was used on the review, which has all the hallmarks of a writer working not a thousand miles from Priory Court. Activision were so incensed by the review, which rumour has it was so damning because the writer didn't get ther review copy before anyone else, that the US parent firm has advised and lawyers informed. It also resulted in Larry Sparks having a clenched teeth meeting with Dick Haynes of ACE and Terry Praat the publisher.

That's all from I, the Purple Fish Lord, for this Earth month. Until next time, may your bowl be forever clean.

Comp. Industry Karma Sutra



No. 5 Get your hands round your joystick!

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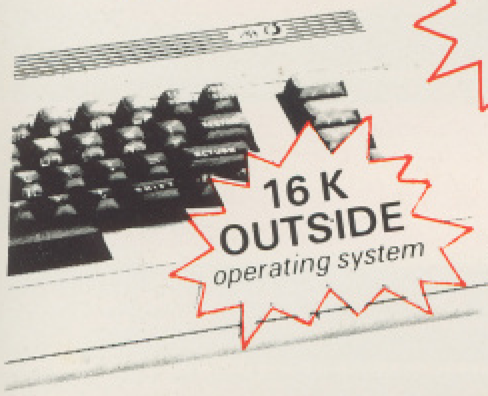
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DUMP	PLIST	MONITOR
FIND	ILOAD	BLOAD

RENUMBER : *Also modifies all the GOTO's GOSUB's etc. Allows part of a program to be renumbered or displaced.*
PSET : *Set up of printer type.*
HARDCAT : *Prints out Directory.*

The toolkit commands can be used in your programs.

DISK TOOL

Using POWER CARTRIDGE you can load up to 6 times faster from disk. The Disk commands can be used in your own programs.

BLOAD	DVERIFY	DIR
DSAVE	MERGE	DEVICE
DISK		

MERGE : *Two BASIC programs can be merged into one.*
DISK : *With DISK you can send commands directly to your disk.*

TAPE TOOL

Using POWER CARTRIDGE you can work up to 10 times faster with your data recorder. The Tape commands can be used in your own programs.

LOAD	SAVE	VERIFY
MERGE	AUDIO	

POWERMON

A powerful machine language monitor that is readily available and leaves all of your Commodore memory available for programming.
Also works in BASIC-ROM, KERNAL and I/O areas.

A ASSEMBLE	I INTERPRET	S SAVE
C COMPARE	J JUMP	T TRANSFER
D DIS-ASSEMBLE	L LOAD	V VERIFY
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H HUNT	R REGISTER	$ DIRECTORY
		DOS Commands

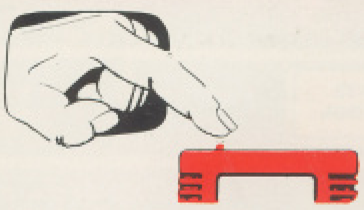
PRINTERTOOL

The POWER CARTRIDGE contains a very effective Printer-Interface, that self detects if a printer is connected to the Serial Bus or User-Port.
It will print all Commodore characters on Epson and compatible printers.
The printer-interface has a variety of set-up possibilities. It can produce HARDCOPY of screens not only on Serial printers (MPS801, 802, 803 etc) but also on Centronic printers (EPSON, STAR, CITIZEN, PANASONIC, etc).
The HARDCOPY function automatically distinguishes between HIRES and LORES. Multi-colour graphics are converted into shades of grey. The PSET functions allow you to decide on Large/Small and Normal/Inverse printing.
The printer PSET functions are:

PSET 0 - *Self detection Serial/Centronics.*
PSET 1 - *EPSON mode only.*
PSET 2 - *SMITH-CORONA mode only.*
PSET 3 - *Turns the printing 90 degrees!!*
PSET 4 - *HARDCOPY setting for MPS802/1526.*

PSET B - *Bit-image mode.*
PSET C - *Setting Lower/Upper case and sending Control Codes.*
PSET T - *All characters are printed in an unmodified state.*
PSET U - *Runs a Serial printer and leaves the User-port available.*
PSET Sx - *Sets the Secondary address for HARDCOPY with Serial Bus.*
PSET L1 - *Adds a line-feed, CHR$ (10), after every line.*
PSET L0 - *Switches PSET L1 off*

POWER RESET



On the back of the POWER CARTRIDGE there is a Reset Button. Pressing this button makes a SPECIAL MENU appear on the screen.
This function will work with any programme.

CONTINUE - *Allows you to return to your program.*
BASIC - *Return to BASIC.*
RESET - *Normal RESET.*
TOTAL BACKUP DISK - *Saves the contents of the memory onto a Disk. The program can be reloaded later with BLOAD followed by CONTINUE.*
RESET ALL - *RESET of any program.*
TOTAL BACKUP TAPE - *As BACKUP DISK but to TAPE.*
HARDCOPY - *At any moment, prints out a Hardcopy of the screen. Using CONTINUE afterwards you can return to the program.*
MONITOR - *Takes you into the Machine language Monitor.*

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